

GAMEPRO

OVER 3 MILLION READERS EACH MONTH / GAMEPRO.COM



THREE XBOX 360
GAMES THAT WILL
BLOW YOUR MIND!

GRAND THEFT AUTO:
SAN ANDREAS

PS2 VS. XBOX VS. PC

MADDEN NFL 06

HOW TOMB RAIDER
CAN RETURN FROM
THE DEAD...



EXCLUSIVE DRAGON BALL Z: BUDOKAI TENKAICHI

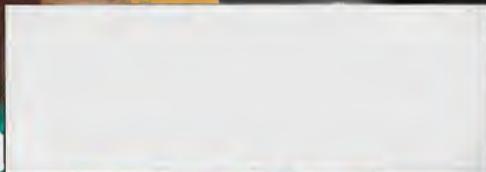
THE ULTIMATE DBZ GAME

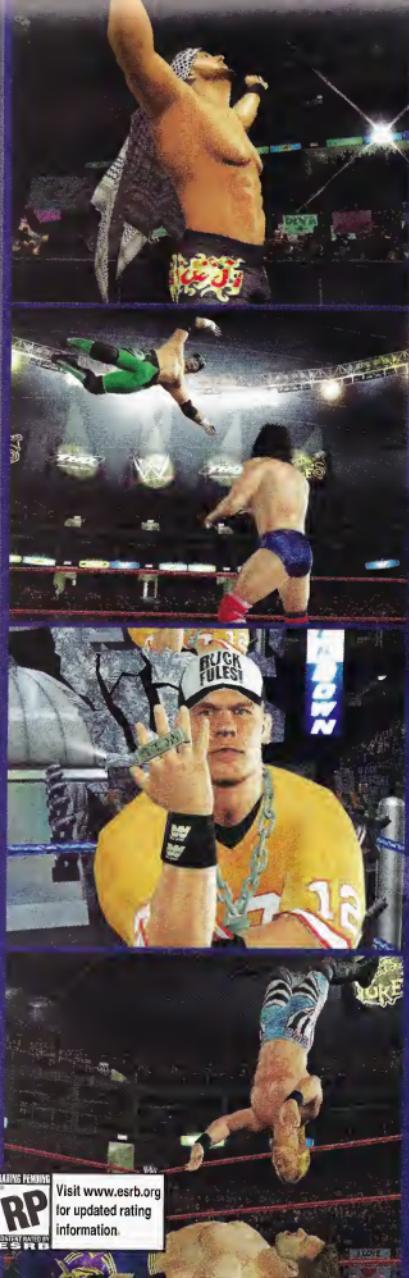
200+
GAMES & CODES!



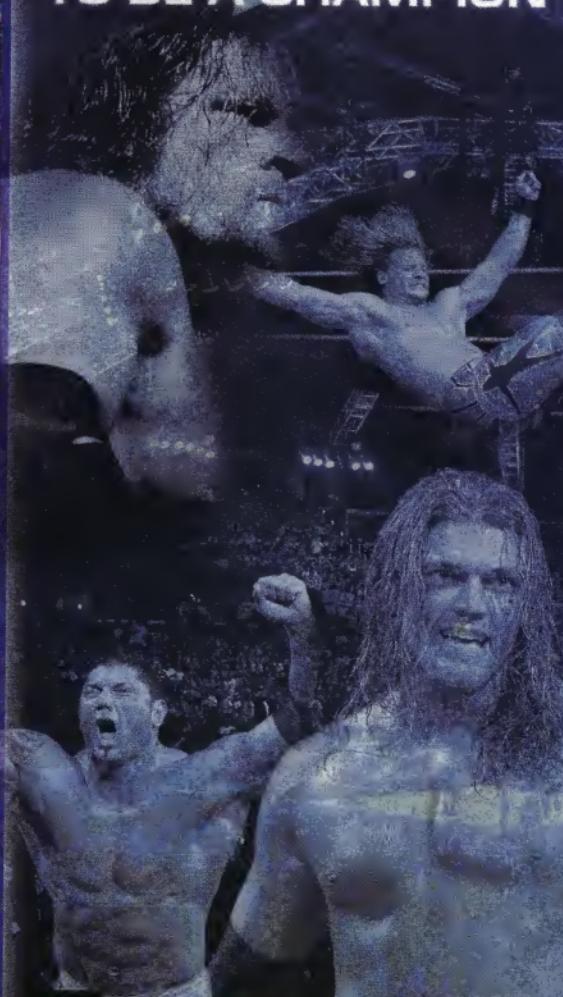
ULTIMATE
SPIDER-MAN
SPIDEY LIKE YOU'VE NEVER SEEN HIM!
FINAL FANTASY XII
WHAT'S TAKING SO %\$#@! LONG?

Issue 204 \$5.99 U.S. \$7.50 CAN





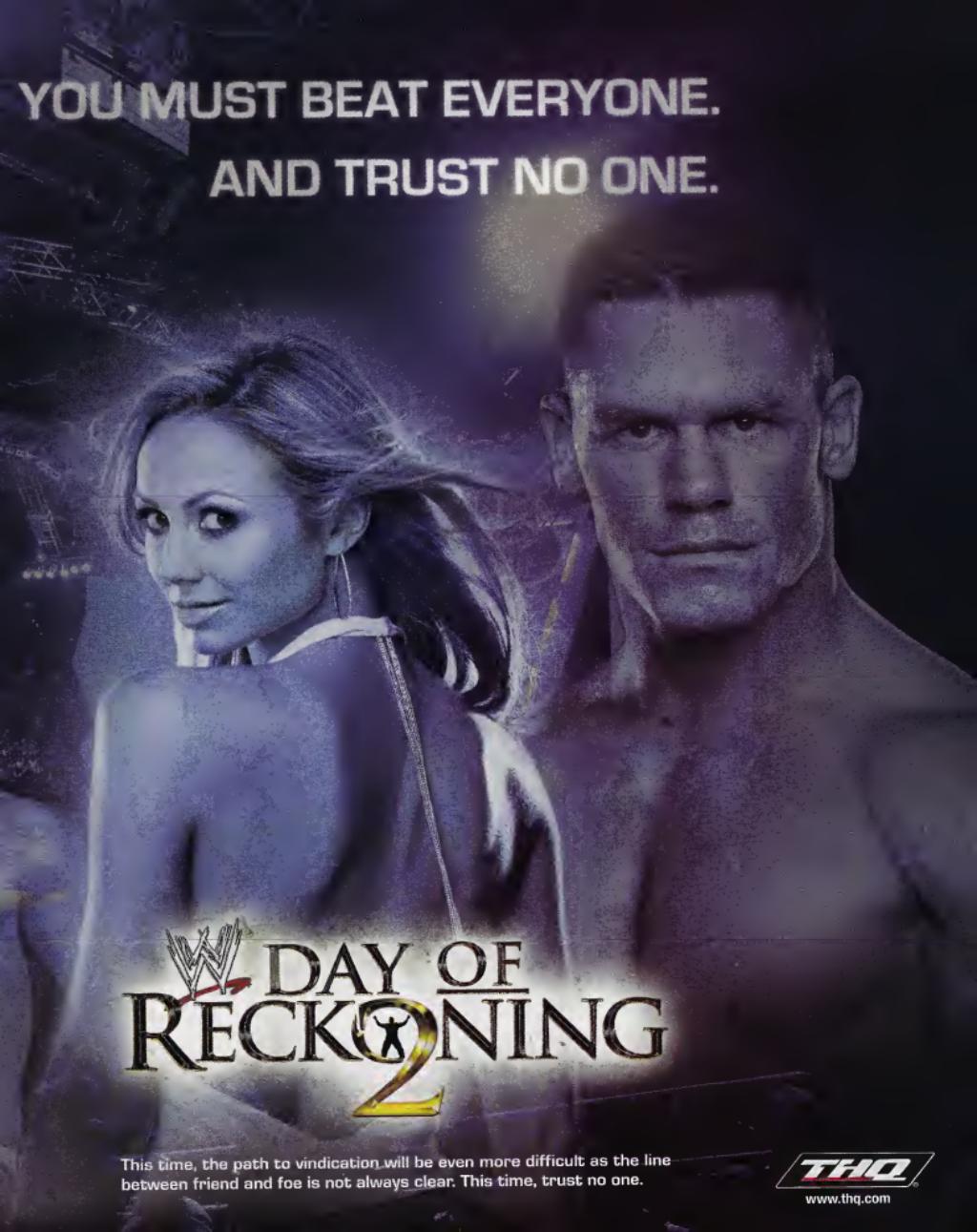
TO BE A CHAMPION



©2003 THQ/JAKS Pacific, LLC. Used under exclusive license by THQ/JAKS Pacific, LLC. A MM, the MM logo, and the JAKS logo are trademarks of JAKS Pacific, Inc. Developed by Yaku Co. Ltd. Yaku Co. Ltd. and its logo are registered trademarks of Yaku Co. Ltd. THQ and the THQ logo are trademarks and/or registered trademarks of THQ Inc. All Rights Reserved. THQ, all other trademarks, logos and copyrights are property of their respective owners. TM, ®, and the Nintendo GameCube logo are trademarks of Nintendo. © 2003 Nintendo. The names of WII, WII programming, retail, usage, businesses and logos are the exclusive property of WII.

Visit www.esrb.org
for updated rating
information.

YOU MUST BEAT EVERYONE.
AND TRUST NO ONE.



WWE
DAY OF
RECKONING
2

This time, the path to vindication will be even more difficult as the line between friend and foe is not always clear. This time, trust no one.

THQ
www.thq.com

THE FINISH LINE. SO ELUSIVE FOR SOMETHING THAT NEVER MOVES.



LIVE IN YOUR WORLD.
PLAY IN OURS.™

Glory is not granted lightly. Test your skills on up to 100 of the world's most elite tracks. Break in over 500 powerhouse cars spanning a century of automotive history. Face unforgiving spectators that react to your every move. Pass or be passed.



Visit www.esrb.org
for updated rating
information.



©2004 Sony Computer Entertainment Inc. All manufacturers, cars, names, brands and associated imagery businesses or organizations is not intended to be or imply any sponsorship or endorsement of this game by "Live In Your World. Play In Ours." and "The Drive of Your Life" are registered trademarks of Sony Computer

PlayStation®2

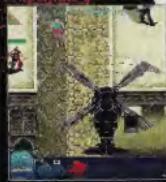


GT
GRAN TURISMO® 4
THE REAL DRIVING SIMULATOR

THE DRIVE OF YOUR LIFE.®

featured in this game are trademarks and/or copyrighted materials of their respective owners. All rights reserved. Any depiction or recreation of real world locations, entities, such party or parties. "PlayStation," the "PS" Family logo and are registered trademarks and Gran Turismo is a registered trademark of Sony Computer Entertainment Inc. Entertainment America Inc.

Tom Clancy's RAINBOW SIX LOCKDOWN



Sony Ericsson



**TEXT RAINBOW TO 82174
TO GET THE GAME TODAY!**

Normal SMS charges apply

cingular
raising the bar

Sprint

verizon wireless

gameloft
www.gameloft.com

COMING SOON TO XBOX®, PLAYSTATION®2, GAMECUBE™ AND PC FROM

UBISOFT

© 2005 Gameloft. All Rights Reserved. Published by Gameloft under license from Ubisoft Entertainment. Rainbow Six, Rainbow Six Lockdown, Red Storm and the Red Storm logo are trademarks of Red Storm Entertainment in the US and/or other countries. Ubisoft, the Soldier icon and the Ubisoft logo are trademarks of Ubisoft Entertainment in the US and/or other countries. Gameloft and the Gameloft logo are trademarks of Gameloft in the US and/or other countries. All other trademarks, logos and copyrights are property of their respective owners. ©2005 Cingular Wireless LLC. All rights reserved

GAMEPRO

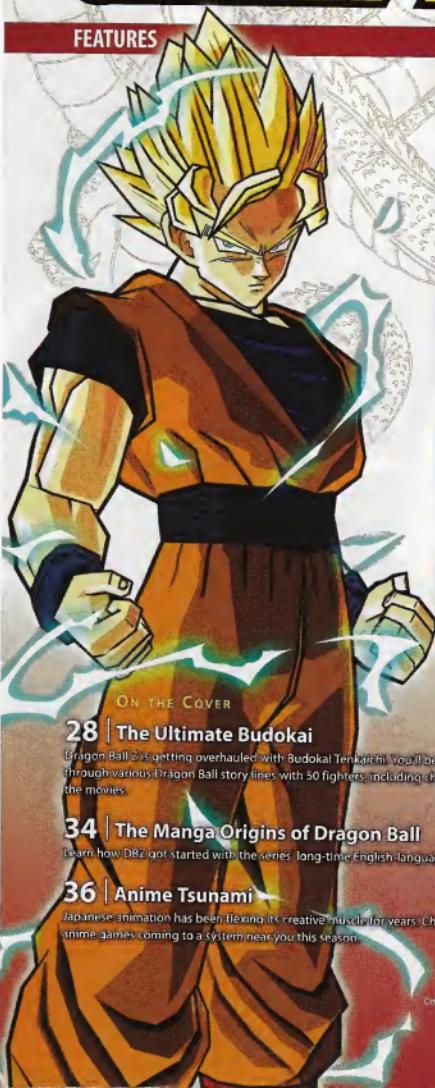


SEPTEMBER 2003

ISSUE #204

GAMEPRO.COM

FEATURES



ON THE COVER

28 | The Ultimate Budokai

Dragon Ball Z is getting overhauled with Budokai Tenkaichi. You'll be able to battle through various Dragon Ball story lines with 50 fighters, including characters from the movies.

34 | The Manga Origins of Dragon Ball

Learn how DBZ got started with the series' long-time English-language editor.

36 | Anime Tsunami

Japanese animation has been flexing its creative muscle for years. Check out these anime games coming to a system near you this season.

A
N
I
M
E
T
S
U
N
A
M
I

Courtesy: Atari

40 | 3 for 360

What's so great about the Xbox 360? How about the games: Dive inside The Elder Scrolls IV: Oblivion, Full Auto, and Saint's Row to discover why this console will rock.

50 | Lara Croft: Back from the Dead?

Lara's back! Find out why Tomb Raider fans can finally come out from hiding.

52 | Grand Theft Lotto

Three systems, one game...but what a game! Now you will know which version of San Andreas is the best.



X marks the spot.

"A fun, lighthearted experience."
- GameSpot

SID MEIER'S

PIRATES!

LIVE THE LIFE



Sid Meier's legendary Pirates! is available for the Xbox® for the first time ever. Loaded with new features in stunning 3D, you'll unleash your cannons on enemy ships, pillage the 17th century Caribbean and romance the fair maidens in exotic ports while searching for buried treasure.

www.sidmeierspirates.com



Mild Violence



© 2005 Take-Two Interactive Software, Inc. All rights reserved. Take-Two, the Take-Two logo, the Evolution logo, the 2K Games logo, and the 2K logo are registered trademarks or registered service marks of Take-Two Interactive Software, Inc. All rights reserved. Pirates! Games and Sid Meier's Pirates! are registered trademarks of Take-Two Interactive Software, Inc. All rights reserved. Take-Two Interactive Software, Inc. is not affiliated with or has not been involved in the creation of this product or its project. All rights reserved.

LOADING

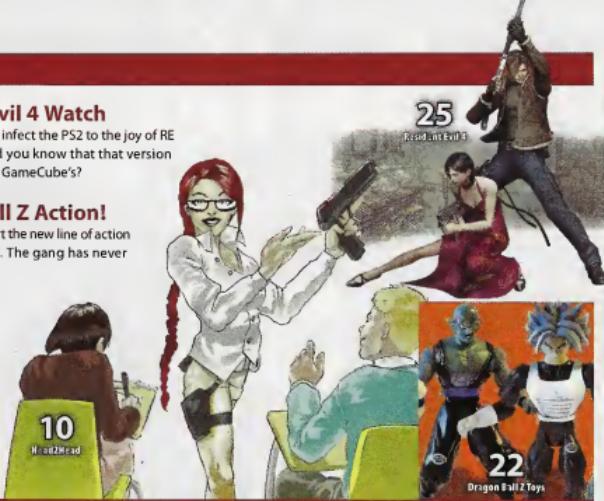
25 Resident Evil 4 Watch

Resident Evil 4 is ready to infect the PS2 to the joy of RE fans everywhere, but did you know that that version will go a step beyond the GameCube's?

22 Dragon Ball Z Action!

Plastic Fantastic takes apart the new line of action figures for Dragon Ball Z. The gang has never looked better.

...And more!



DEPARTMENTS

- 10 HEAD2HEAD
- 14 BUYERS BEWARE
- 16 GAMEPro's 10 to 1
- 18 NET TEN
- 22 LOADING
- 54 PREVIEWS
- 64 PROREVIEWS
- 74 PC GAMEPro
- 78 GAMES To Go
- 82 SPORTS PAGES
- 88 ROLE-PLAYER'S REALM
- 92 CODE VAULT
- 96 CHARTBUSTERS



GamePro.com
Get more online

THIS MONTH:

SAINT'S ROW

What will this hot-looking action game become: 'GTA Clone' or 'GTA Killer'? Go online for the latest updates.

THE LORD OF THE RINGS ONLINE: SHADOWS OF ANGMAR

Promising a story line on par with the single-player RPGs, this MMORPG may spark another online phenomenon.

THE MATRIX: PATH OF NEO

Will it redeem the failures of the past (both in film and games)? See our expanded coverage on GamePro.com.

Stay on top of the gaming scene!
Sign up for free weekly newsletters
delivered to your inbox!

GAME FINDER

Previews

- 24: The Game 43
- Beat Down: Fists of Vengeance 43
- Blitz: The League 46
- Dead Rising (working title) 57
- Dinge of Cerberus: Final Fantasy VII 91
- Final Fantasy XII 98
- Grand Theft Auto: Liberty City Stories 78
- Gun 66
- Kingdom Hearts II 90
- The Legend of Zelda: Twilight Princess 54
- Metal Gear Solid 3: Subsistence 57
- Mortal Kombat: Shaolin Monks 60
- Prey 75
- Radiata Stories 90
- Romancing SaGa 91
- Serious Sam II 75
- The Sims 2: Nightlife 74
- Tom Clancy's Ghost Recon 2: Summit Strike 58
- Tony Hawk's American Wasteland 58
- Ultimate Spider-Man 56
- Viewtiful Joe VFX Battle 78

Reviews

Multiplatform

- Darkwatch 64, 66
- Madden NFL 05 82
- NCAA Football 05 84

PlayStation 2

- The Incredible Hulk: Ultimate Destruction 70
- Medal of Honor: European Assault 72

PSP

- Coded Arms 81

DS

- Bomberman DS 81
- GoldenEye: Rogue Agent 80
- Kirby: Canvas Curse DS 80
- Meteos 80

Game Boy Advance

- Yoshi Topsy Turvy 81

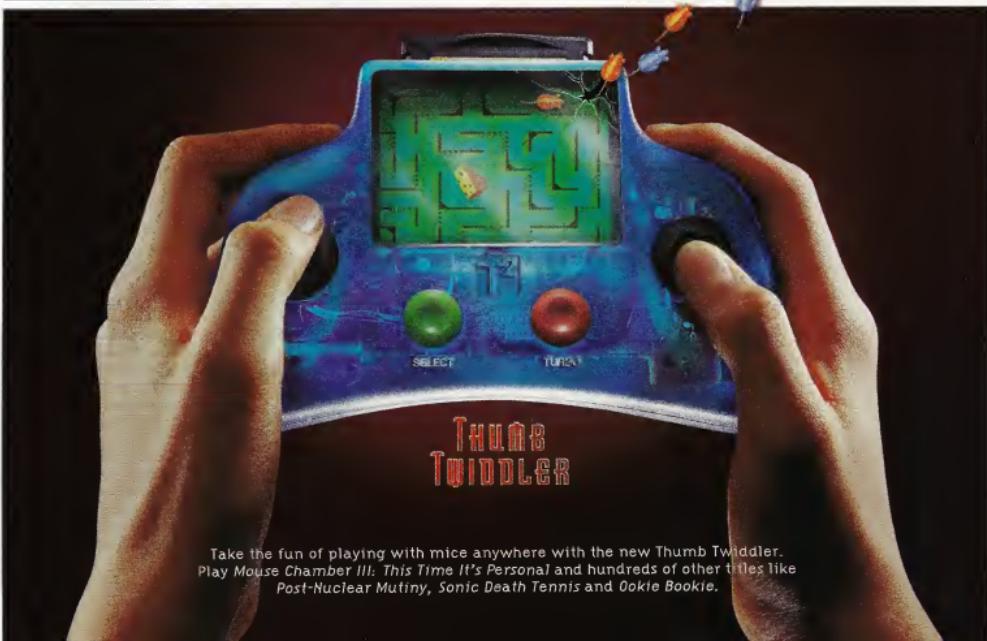
PC

- Battlefield 2 76

Codes and Cheats

- Advent Rising 94
- Constantine 94
- Grand Theft Auto Advance 94
- Grand Theft Auto: San Andreas 92
- Mario Power Tennis 94
- Medal of Honor: European Assault 93, 94
- Midnight Club 3: DUB Edition 94
- Raze's Hell 94
- Shaman King: Legacy of the Spirits: Soaring Hawk 94
- Star Wars: Episode III: Revenge of the Sith 94
- Star Wars: Knights of the Old Republic II: The Sith Lords 94
- WarioWare: Twisted 94

Gotta have
LONGER LASTING



Take the fun of playing with mice anywhere with the new Thumb Twiddler.
Play *Mouse Chamber III: This Time It's Personal* and hundreds of other titles like
Post-Nuclear Mutiny, *Sonic Death Tennis* and *Ookie Bookie*.

When Anime Attacks

Video gamers are no strangers to the world of anime. A steady flow of games based on popular Japanese animation has made its way into American game systems for years with anime infusing itself into American popular culture as well. Most recently, popular anime series (most of which have long since ended in Japan) are featured on television in programming, such as the Cartoon Network's Adult Swim (adultswim.com), and first-run anime movies like *Howl's Moving Castle* enjoy national distribution.

This issue, *GamePro* zeroes in on one of the most popular anime franchises of any type—Dragon Ball Z. Akira Toriyama's classic tale of outer space martial arts warriors has its origins in Japan but has spread around the world. There's plenty of theorizing going on about what makes the DBZ series so insanely popular. But it's easy to see that the series has something for everyone: far-out science fiction, scenery-shattering martial arts, humor for kids and adults, and characters you either love or hate. These all conspire to make DBZ fans among the most rabid anime aficionados. They voraciously consume all things Dragon Ball, so it's no shocker that another Dragon Ball Z game graces the cover of *GamePro*.

But while the license enjoys global popularity, the games have always been average at best. Dragon Ball Z: *Bukodai Tenkaichi* seems poised to break the mold. Funky Zealot is a fierce DBZ game critic but our staunchest student of the series. So we siced him on *Bukodai Tenkaichi* and the results were...surprising.

Even if you aren't a Dragon Ball Z fan, this issue also features a look at some new anime games on the horizon. Clearly, video games are as American as...anime.

The GamePros
Oakland, CA
letters@gampro.com

Wanted: System Shock 3

So it's been almost five years since I went searching for a possible hint that just maybe there would be a third and final chapter to the best PC horror game ever made, *System Shock*. I found only one promising website and was surprised to find that it was a petition. I've watched the names on this petition grow over the years, but nothing has been done. The game just sits there waiting to be discovered like the favorite game you once owned until it fell into the black hole, also known as the space behind the TV. Well, I'm moving the TV to recover this game, and over 12,200 people are backing me up. Its predecessor was called the best PC horror ever made by *PC Magazine*, and the #1 Best PC Game You've Never Played in your July issue. I speak of *System Shock 3*.

Although *Bioshock* is in the making, we want a final chapter to the most horrific, most cliff-hanging, and most brilliant game ever made. It's a wonder that Electronic Arts, who holds the rights to the game, hasn't done anything about it. The gamers are practically screaming out what they

want. Can a company get any luckier? I speak for every one of the 12,200 signers when I say *System Shock 3* would be a god among mortals.

If anyone else would like to sign on, the website is s3hock2.com/petition/default.asp.

This is not about resurrecting an old game; it is about making another Game of the Year, and I guarantee it will be the one. I will bet my first year's salary on it (\$120,000). EA for \$531.

► Anthony Altfield—Via Internet

We are behind you 100 percent, Anthony! (By the way, where did you say you were employed?)

Cheats Are For Cheaters

Today it seems that all that matters is finding that one cheat to make you invincible, or unlock everything, or skip levels and go straight to the end. Whatever happened to actually beating a game without cheating? Just the other day, my friend and I were playing *GTA III* (a game I hate, but he really seemed to like it), and he used a cheat to make a tank drop from the sky. Not surprisingly, he didn't die after that. What's the point of playing the game? If you lose, you should just suck it up and use that loss as experience to know what to do next time, not use lame-o cheats. Thanks for printing such a great magazine (with all the invincibility cheats in *Code Veil*).

► R.E. Brewer—Yucaipa, CA

Okay, you had us until you made the crack about *Code Veil*. Nonetheless, playing games is all about enjoying yourself. Cheats are just fine if just one player has more fun by using them.

Co-op Co-opted

Where's the offline co-op? I get so frustrated when an awesome video game like *Predator Concrete Jungle* doesn't have a two-player cooperative gameplay mode. Tom Clancy's *Splinter Cell Chaos Theory* co-op is great because you actually have to work together to complete a mission. Next-gen games are ignoring co-op, too: I saw *Saints Row*, and you know what's missing? Offline co-op! Why don't more games have offline co-op?

► Deamon Beottcher—Merrill, WI



Games Will School You

Games are disrespected in public schools, which is truly sad when they can teach so very much. Most gamers at one time or another wonder, "Maybe I could make a game." It is truly sad that schools don't take advantage of this mind set.

Games, unlike other media, can involve every aspect of the formal education you receive in classrooms from elementary to high school. Art, music, math (of all kinds), physics, chemistry (to better understand real-world effects), gym (studying movement and muscle tone), history (for great story ideas), foreign languages (to translate/port games and even to create imaginary languages), and many other subjects all have value within the game industry in some way.

I remember going through school thinking, "Oh right, like I'll ever use that later," especially in math class. But once I began to study game design, everything I learned in school came together. I discovered that it all served a purpose.

So, even though I doubt schools will jump on the idea of a game study class, maybe student gamers can convince their students to start a game design club. I'd like to see the gamers of the world unite to help games in schools earn a better reputation.

► SenakuJin—Via Internet

Games can indeed be positive motivation in the quest for learning. They are one of the driving forces in our culture, and enlightened educators, students, and parents should realize that.

FOR CENTURIES THE DARKWATCH HAS
PROTECTED THE WORLD FROM EVIL.
NOW, AS JERICHO CROSS, YOU MUST JOIN
THIS SECRET SOCIETY TO SAVE HUMANITY...
AND YOURSELF.



Experience a Single Player, Story Driven
Adventure or Intense Multiplayer Combat



Your Decisions Set You on a Path
of Good or Evil



A Vast Arsenal of Powerful Weapons – Each
With an Intense Secondary Melee Attack



AUGUST 2005

DARKWATCH™

DEATH FEARS THOSE WHO WEAR THE BADGE.



PlayStation®2



17+

Blood and Gore
Intense Violence
Language
Sexual Themes

ESRB CONTENT RATING www.esrb.org

16 PLAYERS VIA XBOX LIVE®

©2005 High Moon Studios, Inc. All Rights Reserved. Published and distributed by Capcom Entertainment, Inc. CAPCOM and the CAPCOM LOGO are registered trademarks of CAPCOM CO., LTD. DARKWATCH and all related trademarks or registered trademarks of High Moon Studios, Inc. or its affiliates. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. Microsoft, Xbox, Xbox Live, the Live logo, and the Xbox logo are either registered trademarks or trademarks of Microsoft Corporation in the United States and/or other countries and are used under license from Microsoft. The ratings icon is a registered trademark of the Entertainment Software Association. All other trademarks are owned by their respective owners.

JOIN US AT DARKWATCH.COM

HEAD 2 HEAD

The overwhelming popularity of online multiplayer gameplay has probably served to diminish offline co-op gameplay. Developers have to make choices about how to spend their time and precious resources in order to get games to market on time, but if enough cooperative players express their concerns to developers and publishers, they tend to listen. And thank you for enabling us to shamelessly plug the *Saint's Row* article in this issue (see our special feature "3 for 360"—co-op or not).

Triforce, Anyone?

I play tennis, and I noticed something odd: The Fischer tennis brand has the exact same logo as the famed Triforce from *The Legend of Zelda*! Couldn't one company sue the other?

► Anonymous—Berwyn, PA

You aren't to blame. It's the overly litigious nature of our society perpetuated by a liability-hungry legal system, regulatory party politics, cheeseburgers, and the media that makes any mere coincidence seem like a case for Judge Judy. But since Link has a pretty mean left-handed serve, litigation over the Triforce symbol seems out of the question.

Full Spectrum War Paint

I think improvements can be made to *Full Spectrum Warrior*. They should add paint guns or keep the M-16s

but have them shoot paintballs. Instead of military helmets, they could use football helmets. Grenades could look like they normally do, but when they explode they could produce fireworks.

► Cordero Ortiz—Grandview, WA

Hmm... "Improvements" you say? Maybe showcasing LamePro every year is not such a good idea after all. But you have a point: Paintball actually does mimic military-style tactics, and a paintball game might have appeal for the mass market. *Full Spectrum Warrior*, however, pays very serious attention to the realistic depiction of squad-based combat tactics. Maybe Pandemic and THQ will heed your suggestions and use them to create a hidden code in *Full Spectrum Warrior*: Ten Hammers when it comes out in January.

History, Not a Mystery

I miss the classic games like *Pac-Man*, *Centipede*, and *Missile Command*. I know they've been remade, but the remakes just aren't like the originals. Where are the simple graphics and high score listings? And where's the good ol' Atari joystick? It's not that I wish we were still gaming in that era, but I wish these games were still being made in their original, clean-cut form. I'm only 14, and my uncles and my mom introduced me to their old Ataris when I was about four. Ever since then, I've kept these systems in pristine condition. We need those pieces of history so we can pass them down from generation to generation.

► Trace Aiken—Rosman, NC

For one so young, you are so wise.

READER REVIEW

Star Wars: Episode III Revenge of the Sith

Well, it's *Star Wars*! I think the entire gaming community was wondering just how this one was gonna turn out, and let me tell you, it isn't bad. The graphics are stunning, although occasionally you get a stiff animation or two. The gameplay is fun. You perform everything you see in the movie, which for a *Star Wars* fan is awesome! There's also the factor of being able to see scenes from the movies, which at the time were a week early, and that was very cool. But I discovered a few glitches in the game, too. Sometimes the NPCs run you into a wall, and you get stuck there. As we all know, this is a major pain! You can't jump out, and they can't destroy you—you're just stuck! I've had to restart the game and go through the level all over again. But despite all that: This is a good game. The graphics are beautiful. The musical score is exceptional as you've come to expect from *Star Wars*. If you're any kind of *Star Wars* fan, pick up this game. —MasterFang

FUN FACTOR
4.0

Agree? Disagree? Or just think you can do better? Write your own user reviews at GamePro.com, and maybe you'll see your opinions here next.

Communicate

E-mail the GamePro editors at "editor's name"@gamepro.com or check out their blogs!



brobuzzy
brobuzzy.com



major_mike
gpmajormike.com



dr.zombie
drzombie.com



riceburner
bikinigamer.com



four-eyed_dragon
gamedrool.com



the_vixen
foxygamer.com



funkyzealot
fundiegamer.com



vicious_sid
blogcore.com



PICK of the Month!

B. Lyons—Roxbury, MI



Send us your art!

Winners receive a free Katana: Soul Controller!

GamePro magazine • Art Attack
P.O. Box 22210 • Oakland, CA 94623-2210
artattack@gamepro.com

All art becomes the property of GamePro magazine. Sorry, we cannot return artwork. We will accept color photocopies or digital scans.

SUSPECT:
Long furry tail.
Heavily armed.
Smells like a strip club.



MATURE 17+



Blood and Gore
Intense Violence
Mature Themes
Sexual Themes
Strong Language
Use of Drugs
Use of Alcohol

Back with a raging hangover, Conker is drinking, smoking, and chasing more hot, furry tail than ever. Well, when he's not blowing the stuffing out of Tediz. Take your deviant skills online to "Xbox Live", or you can always just play with yourself.

Conker
KINE & RELOADED

it's good to play together



XBOX LIVE

BUYERS BEWARE

The Watch Dog has a heart, too, and it goes pitter-patter when we get letters like these that show us you're really reading the text and not just flipping through for screen shots and scores! Aw, you make us feel all warm inside. We'll take a look at semantics in marketing games, then we'll tackle how to play classic games past their expiration dates and also hunt for monsters.



Ray-Spin

I must say that I enjoy your magazine and the fact that it has gotten away from the "cutesy," "little kid" mentality of the past and has embraced gamers of all generations.

It is refreshing, too, to read your reviews and your unbiased opinions about the different game platforms and games out there. Too many magazines out there are "fan boys" of certain companies and try to tilt the reader's opinion to one side or the other. I like the way you guys do it—give us the information and then let us make up our own minds.

In the July 2005 issue of *GamePro*, you had an article about ray-tracing graphics being the "Next Big Thing" (see Loading, The Cutting Edge, page 20, July). In 1991, EA's game *Desert Strike: Return to the Gulf* on the Genesis featured ray-drawn graphics. This produced a very realistic shine/reflection on the helicopter's canopy no matter which way you flew it.

My question is: What are the differences between ray-tracing and ray-drawn graphics?

► James R. Geiger—Cedar Falls, IA



Well James, The Watch Dog researched this "ray-drawn" thing, and we couldn't come up with a scrap of information! We even played the game again to try to figure out what ray-drawn means, and while the graphics were pretty good—for the time—it's not clear how technologically advanced they were. My friend, this smells of a marketing ploy.

But ray-tracing is real. It's a rendering method that uses rays of light to bounce them off onscreen objects to determine what color each pixel will be. In short, it replicates the mechanics of what the human eye does when it looks at stuff. It's spectacularly great for shadows, reflections, and textures—the stuff that makes game looks so pretty.

You can find out more about this at POVRay (povray.org), where you can download a free open-source tool for designing 3D graphics.

Shock to the System

I'm a big FPS fan, and I was going through your July 2005 issue and came across The Five Best PC Games You've Never Played (see PC GamePro, page 82, July), and *System Shock 2* caught my attention. So I decided to buy a copy over the 'net for \$60 because it's not at retail stores anymore. I received the game in three days. I was so excited that I got the game. But when I tried to install the game, there was a message telling me that *System Shock 2* does not run on Windows XP. I tried to find info on the 'net, and I tried everything I could find, but nothing worked. After hours and hours of searching, I finally gave up. Can you please help me get the game to work on XP? Thanks for your time.

► Anonymous—Via Internet

We always love to pimp out *System Shock 2*. And why not? It's easily one of the best games ever made. Ever. So, we are taking your dilemma quite seriously. In the vast majority of cases, *System Shock 2* is actually quite Windows XP friendly. But problems can occur. First things first: Download the mammoth *System Shock 2* patch from Irrational Games' website at irrationalgames.com/shock2/default.cfm (or just do a search on the Internet for "System Shock 2 patch"). This will probably fix your problem.



If not, you may have stumbled across a rare bug that affects your hard drive. The solution, as crazy as may it sound, is to find 400 MB worth of files (such as some MP3s—ahem—video clips, or pictures) and duplicate them. That's right—just copy them to another place on your PC. *System Shock 2* was designed to work with low-capacity hard drives. If you can get the game running, great! You're

probably safe to delete those file copies you just made. Don't ask us why—it just works.

For more information about *System Shock 2*, sShock2.com is another great resource. And the forums at tttg.com/forums are a treasure trove for game mods, fixes, fan-made upgrades, and other awesome *System Shock 2* goodies. Visit them and become enlightened.

Listen to the Birdy

Hey guys, I'm a huge fan of your mag, and I'm also a huge fan of *Monster Hunter*. What I'm asking is, a little birdy told me that they're making a sequel and also one for the PSP. I'm looking forward to it! So can you guys...or girls...confirm this little rumor?

► Randle—Via Internet



Randle, my friend, you give that little birdy a well-deserved cracker. Capcom has indeed announced a brand-new *Monster Hunter 2* for the PS2! Not only that, but the same developers, the team of producer Tsuyoshi Tanaka and director Kaname Fujio, are bringing *Monster Hunter Portable* to the PSP. The handheld version will be more or less a port of the PS2 ver-

sion, focusing on single-player experience but adding Wi-Fi multiplayer capacity for up to four people. There are rumors that *Monster Hunter 2* will let you upload certain character data from the previous game, but nothing is confirmed. The last word on these games is that they will be available by the end of the year.

SUBMISSIONS

When you have a problem with a product or feel you've been ripped off, we want to know.

Write to:

GamePro's
Buyers Beware
P.O. Box 22210
Oakland, CA 94623-2210

Or e-mail us at:

buyers_beware.
gamepro@gamepro.com

YOU MAKE THE CALL

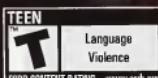
Having problems with hardware or software from Sony, Nintendo, or Microsoft? Here are the customer service numbers to call:

Sony: 800/345-7669
Nintendo: 800/255-3700
Microsoft: 800/469-9269

ULTIMATE SPIDER-MAN™

BE LEGENDARY

UltimateSpiderManGame.com



PlayStation.2



Spider-Man and all related characters, names and marks are trademarks of Marvel Characters, Inc. and are used with permission. Copyright © 2002 Activision Publishing, Inc. Activision is a registered trademark of Activision Inc. All rights reserved. "PlayStation" and "PlayStation 2" are registered trademarks of Sony Computer Entertainment America, Inc. "Xbox" and the Xbox logo are either registered trademarks or trademarks of Microsoft Corporation in the U.S. and/or other countries. "Game Boy Advance," "Game Boy DS" and the "Nintendo GameCube" logo are trademarks of Nintendo. TM, ®, Game Boy Advance, Game Boy DS and the Nintendo GameCube logo are trademarks of Nintendo. All rights reserved. PC CD-ROM logo and "PC" © 2002 IBM. All rights reserved. The "WIRELESS GAME" logo is a registered trademark of the Entertainment Software Association. All other trademarks and trade names are the property of their respective owners.

WIRELESS
GAME

MARVEL

The GAMEPRO TOP 10 BEST VIDEO-GAME FRANCHISES

#4 Metroid

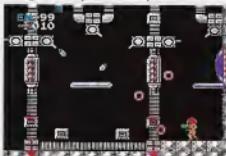
Developed by Nintendo

What's YOUR
Top 10? Visit
GamePro.com
and let the GamePro
nation know!

To continue our Top 10 franchises list that we started in the March issue, here's #4. One rule was made before we chose a series: For a franchise to be considered, it had to have more than one sequel. So don't bother sending hate mail in regards to Halo, Half-Life, The Sims, and other omissions—they will be eligible next time.

Ask any gamer to name their favorite Nintendo franchises, and you'll probably hear Mario or Zelda listed first, and then Metroid as a third or fourth choice. Metroid became the fan favorite it is today because of its level design, bosses, and perpetually challenging structure—not cutsey trademark characters. Metroid's games are all about exploring, defeating bosses, and discovering new power-ups that aid you in your journey to the next level. Gameplay in Metroid games follows a familiar pattern: explore until you reach a certain area, where an enhancement is required before you can proceed. It also enabled you to solve puzzles and defeat bosses using a variety of techniques and solutions—not just a single one.

You assumed the role of Samus, a female galaxy-hopping bounty hunter, whose space suit has adaptable weapons. The suit also enabled you to roll into a ball—an ideal ability for entering tight spaces—and drop bombs that acted as land mines. The 8-bit Metroid was successful enough, but the series truly hit its stride with



Metroid's humble beginnings on the 8-bit NES were a hint of the excellent Samus adventure yet to come.



Super Metroid was considered by many to be the finest Metroid game to date.

RESIDENT
EVIL

ROBOSUITMAN

METROID

CASTLEVANIA

3

STREET
FIGHTER

2

METAL
GEAR

1

ECHOES



Super Metroid for the SNES in 1994, a game that's considered one of the greatest games ever made. Featuring then-trendy Mode 7 effects, the brilliant level designs truly came to life (showcasing all the trademark elements of the series), and the game proved to be an epic adventure with potent replay value. One can see Super Metroid's influence on other hallmark games—especially Castlevania: Symphony of the Night (PlayStation), a game that's regarded by many as the finest in that series.



Metroid Prime took the 2D formula and made a first-person shooter. The results were better than expected.

The 2D side-scrolling capabilities of the 8-bit, 16-bit, and handheld systems were perfect for Metroid's play structure, but when the GameCube appeared, it was announced that the next entry would be a first-person shooter in 3D. Although fans were concerned that the purity of the series would be lost by such a fundamental change to Metroid's core dynamic, Prime and its sequel, Echoes, defied the pessimists by delivering worthwhile adventures for the series. The Metroid tradition still continues today with an action and (ahem) pinball game in the works for the DS, and a brand-new adventure planned for the Revolution, Nintendo's successor to the GameCube.—Major Mike

Key Entries in the Metroid Series

- Metroid (NES, 1986)
- Metroid II: Return of Samus (Game Boy, 1992)
- Super Metroid (SNES, 1994)
- Metroid Fusion (Game Boy Advance, 2002)
- Metroid Prime (GameCube, 2002)
- Metroid: Zero Mission (Game Boy Advance, 2004)
- Metroid Prime 2: Echoes (GameCube, 2004)
- Metroid Prime: Hunters (DS, 2005)
- Metroid Prime Pinball (DS, 2005)

ULTIMATE SPIDER-MAN™

BE PREDATORY

BE BOTH

SEPTEMBER 2005

UltimateSpiderManGame.com

TEEN

Language
Violence
ESRB CONTENT RATING [www.esrb.org](http://esrb.org)

PC
CD-ROM
SOFTWARE



PlayStation.2



GAME BOY ADVANCE
NINTENDO DS.

ACTIVISION®
activision.com

MARVEL

Spider-Man and all related characters thereof are trademarks of Marvel Characters, Inc., and are used with permission. Copyright © 2005 Activision Publishing, Inc. Activision is a registered trademark of Activision Publishing, Inc. All other trademarks and registered trademarks are the property of their respective owners. Third party logos are either trademarks or registered trademarks of their respective companies in the U.S. and other countries and are used under license from Microsoft, TM, ©, Game Boy Advance, Nintendo DS and the Nintendo GameCube logo are trademarks of Nintendo. © 2004 Nintendo. All rights reserved. ®, TM and © 2004 Activision Inc. All rights reserved. The software itself is a registered trademark of The Entertainment Software Association. All other trademarks and trade names are the property of their respective owners.

Ten Driving Games That The DMV Doesn't Want You To Play

WARNING: THE DEPARTMENT OF MOTOR VEHICLES (DMV) HAS DETERMINED THAT YOU MUST HAVE A DESIGNATED DRIVER BEFORE YOU PLAY THE 10 GAMES BELOW.

1) Burnout 3: Takedown PS2, Xbox

Takedown transforms car crashes into a sort of bizarre ballet of bad driving.



Kamikaze driving is a fine art in the Burnout series.

2) Midnight Club 3: DUB Edition PS2, Xbox

You can pimp your ride to an extreme level of pimpiness guaranteed to make Xzibit and the West Coast Customs Crew cry.



Crazy Taxi displays no respect for traffic safety.

3) Need for Speed Underground 2 PS2, Xbox, GameCube

Turn your average city streets into crazy, nocturnal racing theme parks where the price of admission is one lead foot...uh, thumb.

4) Crazy Taxi PS2, GameCube, Dreamcast

This is just a wicked fun way to beat the traffic...or rather beat up the traffic. Roll down your windows and toss out all the rules of the road (and common courtesy). All that matters is earning your fare.

5) Need for Speed: Hot Pursuit 2

PS2, Xbox, GameCube

You drive as fast as you can wherever you can just for the chance to make the cops appear so that you can show them up. Not nice.



Traffic violations are prosecuted to the full extent of the law with Need for Speed: Hot Pursuit 2.

6) Tokyo Xtreme Racer 3 PS2

This game puts a premium on aggressive driving. You also develop a sort of predatory mentality as you seek out your mobile conquests.

7) Project Gotham Racing 2 Xbox

London, Tokyo, Stockholm, Barcelona, and Sydney are among the international locales that seek to revoke your passport as well as your driver's license.

8) Test Drive PS2, Xbox

Okay, so maybe this one has a little dust on the dashboard, but it makes no bones about thrusting the wheel directly into your hands in the role of urban outlaw on wheels. Drag racing inside a warehouse is pretty cool—just don't try it for real, kids.

9) Gran Turismo 3 A-spec PS2

GT3 earns a spot here thanks to some dubious subliminal messages, such as "there are no consequences for bad driving; you won't even dent a fender."



Bad driving habits start with Mario Kart: Double Dash!

10) Mario Kart: Double Dash!! GameCube

Put Mario behind the wheel of a go-kart, and his demons arise. No wonder the nation's streets are becoming unsafe at any speed. Blame it on video games.

Agree...Disagree... What's Your Net Ten?

GamePro magazine, Games.net, and G4—VIDEOGAMES.COM are joining forces to bring you an online-magazine-broadcast first by co-producing an exclusive episode of G4's hit *Filter* show to present your Net Ten choices for the *Ten Driving Games That the DMV Doesn't Want You To Play*. Here's all you have to do:

- 1 Log on to G4's Filterator online voting site at g4tv.com/filter and do your part by voting for games to use as content for this show. Voting will be open until September 5, 2005.
- 2 Then, watch the premiere of this *Filter* episode on G4 Monday, September 5 at 10 p.m. EST, 7 p.m. PST. Check your local cable distributor or g4tv.com for the channel. The episode will also repeat throughout the entire week.
- 3 Log back on to Games.net in the month of September to review video segments of the episode online and to comment in real-time about the choices. Agree? Disagree? Let your voice be heard!



GAMES.NET FOR MORE NET TEN'S AND FILTER VIDEO CLIPS.



Filter

Hosted by
Diane Mizota

G4
VIDEOGAMES.COM

www.g4tv.com

GAMEPRO
www.gamepro.com

games.NET
www.gamesnet.com

MAXIMUM GAMING ON A MINIMUM WAGE

PLAY NEW GAMES FOR LESS. LIKE MADDEN 06. RENT FOR JUST \$6.99



BLOCKBUSTER

Membership fees and certain restrictions apply for rental. Price excludes tax. Title selection, availability and price may vary by location.
BLOCKBUSTER, the Blockbuster logo and related marks are trademarks of Blockbuster, Inc. © 2006 Blockbuster Inc. All rights reserved.

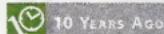


ALWAYS



THERE

MEDAL OF HONOR
EUROPEAN ASSAULT™



Retro Corner

10 Years Ago
(September 1995)...

...in GamePro

- The arcade smash *Primal Rage* hit home-console systems and was the cover subject of our 146-page, saddle-stitched September issue. The franchise received a three-page behind-the-scenes feature on the developers of the game as well as ProReviews of the SNES and Genesis versions, and an 11-page special strategy guide.
- Square Soft's eagerly anticipated RPG *Chrono Trigger* (SNES) was the only game to receive perfect 5.0 scores in every category. *Ridge Racer* (PlayStation), *Zhadnost: The People's Party* (3DO), and *World Heroes Perfect* (Neo-Geo) also received high scores; *Swat-Kats* (SNES) and *Air Cars* (Jaguar) received the lowest score (2.0 Fun Factor rating).
- WWF Wrestlemania, *Cool Riders*, and *Air Combat 22* were Hot at the Arcades



The first PlayStation reviews appeared: *Battle Arena Toshinden* and *Ridge Racer* received 4.0 and 5.0 Fun Factors, respectively.

In a query to Buyer's Beware about Sega's waning 32X support, a spokesperson responded: "We at Sega are all committed to the 32X platform," and that consumers could expect more than 40 new titles by Christmas.

...in Gaming

- The PlayStation console was released on September 9 for \$299. Sony claimed 120,000 units had been sold by the end of the month in America; the system launched in the United Kingdom later that month.
- Mortal Kombat: The Live Tour* debuted at Radio City Music Hall in New York City... that's right, *Mortal Kombat: The Live Tour*...



Killer Instinct



College Football U.S.A.



Battle Arena Toshinden

ART OF THE GAME

The Art of the Game

Although it doubles as a high-quality portfolio piece for the advertising/design firm the Ayzenberg Group, *The Art of the Game* is a fascinating look into the vast creative pool of ideas that go into the design of your favorite video-game box art, ad campaigns, and commercials. Detailed explanations walk you through each step, from preproduction sketches to final art, and it's interesting to see how spectacular some of the rejected ideas are in hindsight. Would-be designers can't help but be inspired by the wide variety of concepts and styles within this 224-page book. The book also comes with a DVD.—Dr. Zombie

Price: \$58. Contact: Ayzenberg Group, ayzenberg.com



Ultimate Mortal Kombat 3 was unveiled at the AMOA show in New Orleans. An upgrade of *Mortal Kombat 3*, *Ultimate* featured new backgrounds, Kombat codes, and the return of four characters (as demanded by fans): Kitana, Jade, Scorpion, and Reptile. Other games on display included *Open Ice Challenge*, *Indy 500*, *Virtua Cop 2*, *Rail Chase 2*, *Fighting Vipers*, *Marvel Super Heroes*, *Cyberbots*, *Area 51*, and *Tekken 2*.

...in Sales

Here are the top five-selling games of September 1995:

1. *Killer Instinct* (Nintendo/SNES)
2. *College Football U.S.A.* (EA Sports/Genesis)
3. *Battle Arena Toshinden* (Sony/PlayStation)
4. *Chrono Trigger* (Square Soft/SNES)
5. *Ridge Racer* (Namco/PlayStation)

Source: The NPD Group/NPD Funworld/Point-of-Sale

PLASTIC FANTASTIC

Dragon Ball Z Series 10

Jakks Pacific Toys continues its line of kick-ass Dragon Ball Z action figures with Series 10. This series features a special wash-out paint style and includes Super Buu (with a fabric vest) vs. Super Saiyan Gotenks; Super Saiyan 3 Gotenks vs. Kid Trunks, and Fat Buu (with a new face sculpt) vs. Ibad. There's also a wave of two packs and single packs of figures celebrating DBZ's 10th anniversary with special paint styles and a "10th Anniversary" stamp on them. Plus, here's a sneak peek at the Series 11 figures, which feature a black-and-white coloring style to reflect DBZ's manga origins.—Dr. Zombie

Price: To be determined. Contact: Jakks Pacific Toys, jakkspacific.com





Stalingrad - November 1942



THE NAZI WAR MACHINE RAGES ACROSS A DEVASTATED EUROPEAN LANDSCAPE.

You are U.S. Army Lieutenant William Holt, a field agent of a newly formed special operations unit, the Office of Strategic Services—the OSS. Your mission leads you to uncover the Nazi atomic threat. Storm the dry docks of St. Nazaire, France, destroy the Nazi secret weapons installation in North Africa, join Russian allies to defend Stalingrad, and fight the last key battle of WWII at the Battle of the Bulge.

The fate of each battle, each city, each country and ultimately the world... is on your shoulders. Use your adrenaline to navigate through open battlefields and test your courage under fire. Take command as you direct your squad's movements in combat and feel the emotion of an ordinary soldier doing extraordinary things.

Coming June 6, 2005, moh.ea.com **YOU DON'T PLAY, YOU VOLUNTEER.**

MEDAL OF HONOR EUROPEAN ASSAULT™



PlayStation.2



Enhancement Doesn't Always Mean Bigger!

Check out these new peripherals for the gamer on the go...or the gamer at home. Either way, you're going to need these accessories for the ultimate gaming experience.

Nyko Screen Armor

If you're looking for a PSP accessory that provides solid protection for your fragile LCD screen without the added bulk of a case, Nyko's Screen Armor is for you. The Screen Armor is designed to fold flat for easy storage, and it allows access to the headphone jack and buttons for playing MP3s. Plus, its custom design provides an easy on/off feature. —Rice Burner

PSP. Price: \$9.99. Contact: Nyko, nyko.com



GP Labs
Rating:
4.5/5



Ear Force HPA Amplified

5.1 Surround Sound Headphones

Do you want to have surround sound but don't have the spatial or monetary capacity for it? Turtle Beach has the answer: The company's innovative Ear Force HPA Amplified 5.1 Surround Sound Headphones provide an immersive listening experience for both gaming and cinema watching. Sporting an amplified multispeaker surround sound capacity, convenient volume controls for front, surround, center, and sub channels, and eight individual amplifiers for boosting the signal level to each individual speaker cup, these headphones are a cinematic audio godsend. Additionally, Turtle Beach has incorporated a detachable microphone for online gaming as well as Internet, phone, and voice control for your PC. Considering the Amplified 5.1 Surround Sound Headphones are going for \$99.95, they're a cheaper alternative for the ultimate gaming and movie experience.

—Rice Burner

PC. Price: \$99.95
Contact: Turtle Beach, turtlebeach.com

GP Labs
Rating:
4.5/5



PRO NEWS

A Touch of The Revolution

Throughout history, Nintendo has remained the constant creative forerunner of game-controller innovation, which in turn has made each of Nintendo's systems so much more special. Speculation runs amok for the big N's newest...er, Revolution—not just for its games but also for its controller. A recent GameStop.com article cited Shigeru Miyamoto saying the Revolution's controller



Tech company Immersion has developed touchscreens that "touch back." It would make sense that Nintendo has taken the lead to use this technology in its Revolution controller.

revolution.com



Sure, it's another mockup of what could be, but gadgets site Gizmodo.com's take on the Revolution controller doesn't seem out of place, especially with the inclusion of a touchscreen.

still hasn't been finalized due to concerns that it may be too complex and can make gameplay difficult. But how can a controller be so complex? The most current theory is that Nintendo isn't just dabbling in mere buttons, but it's also using the latest tactile touchscreen technology, which will inevitably put another dimension on how to command Mario.

A Real Arcade...

Coming Soon to a Living Room Near You

Of those of you who own an Xbox right now, how many use Live Arcade? Anyone? Bueller? Yeah, thought so. You have to buy a hard-to-find disc to even access Live Arcade and then you have to pay between \$10 and \$20 to play some rinky-dink game like Dig Dug. Yawn. That's all about to change, though: The Xbox 360 will have Live Arcade integrated right into the box, and it will pop up on the home page of the dashboard; hit a button, and you're in like Flynn. You don't even need a Live account...or a credit card to browse, buy, and play freely. But will there be anything worth playing? We're breathless with anticipation. We got the inside scoop from Greg Canessa, group manager of Xbox Casual Games, who says that while the lineup hasn't been officially set in stone yet, there will be a wide variety of titles and styles, from quirky independents to big names to spiffed-up retro classics from consoles of a bygone era. The Ateri 2600, TurboGrafx, Sega Saturn...even the Dreamcast were mentioned. Dare we dream? Next-gen Live Arcade sounds like the real thing.



Batman Begins And Fantastic Four Controllers

MadCatz delivers a set of boutique controllers featuring artwork from this summer's hottest action movies, *Batman Begins* and *Fantastic Four*. Bright, sharp graphics and slick color schemes make them hip, not cheesy. The game controllers are well-built, respond great, and comfortable to hold.

Plus, their decent price makes them an aesthetically appealing alternative to first-party peripherals.—Dr. Zombie

PS2, Xbox. Price: \$19.99

Contact: MadCatz, madcatz.com



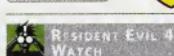
Intellivision Lives!

The retro craze continues with Techno Source's plug-n-play unit featuring 10 classic Intellivision games, including *Astrosmash*, *Football*, *Space Armada*, and *Star Strike*. Although 8-bit, the games are still compelling and hold up well to the test of time, plus you get a nice variety of games for a bargain. This is a perfect way to involve the next generation of video gamers in old-school fun as well as provide a flashback for video-game geezers.—Dr. Zombie

PS2, Xbox. Price: \$14.99

Contact: Techno Source, Intellivisionlives.com

GP Labs
Rating:
4.5/5



PS2 Exclusive Features

Ever since *Resident Evil 4* was announced for the PS2, rumors abounded that the game would have features and weapons not found in the GameCube version. The game's publisher, Capcom, has revealed a few of these PS2-exclusive aspects. For starters, the game will support widescreen mode, and at least one new weapon will be added—the P.R.L. 412. This new "pistol" (which stands for Plagas Removal Laser) is said to eradicate parasites from a host's body. Yummy! The game is slated for a Fall 2005 release.—Major Mike



The Truth Is in There

X-Philes can see the best *Mythology* episodes with new compilation episodes

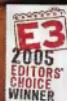
Until now, fans of *The X-Files* had to shell out almost \$100 for each of the nine seasons of the series on DVD. However, Twentieth Century Fox Home Entertainment is now issuing four special volumes from the show, and each consists of key episodes that follow a particular story arc or popular theme. The first four-disc *Mythology* collection, *Abduction*, cherry-picks 15 episodes: "Pilot," "Deep Throat," "Fallen Angel," "E.B.E." "The Erlenmeyer Flask," "Little Green Men," "Duane Barry," "Ascension," "One Breath," "Red Museum," "Colony," "End Game," the mind-blowing second season finale "Anasazi," and the third season premiere "The Blessing Way" and follow-up/conclusion "Paper Clip." There are also commentaries for select episodes and a documentary featurette created exclusively for this release. Other upcoming *Mythology* compilations are *The Black Oil*, *Colonization*, and *Super Soldier*.

Twentieth Century Fox Home Entertainment • Available now



BATTLE RACING IGNITED

BURNOUT REVENGE



Visit www.esrb.org
for updated rating
information.

INTERNET CONNECTION required for online play. "E3 2005" Online play requires Internet Connection, PlayStation® 2™ (for PlayStation® 2) and Microsoft® Xbox (for PlayStation® 2) (each sold separately). "E3 2005" is not available on all platforms. See printed book for details.

© 2005 Electronics Arts Inc. Burnout, Burnout: Revenge and Burnout: Revenge are trademarks or registered trademarks of Electronics Arts Inc. in the U.S. and/or other countries. All other E3-related trademarks are trademarks of the owners indicated. All other E3-related trademarks are trademarks of the Novient Football League. Novient is a trademark of Novient Football League Inc. All other marks and names are trademarks of their respective owners. "PlayStation" and the "PS" logo design are registered trademarks of Sony Computer Entertainment Inc. The "Xbox" mark is a trademark of Microsoft Corporation Inc. and its other trademarks are the property of their respective owners. "EA" is a trademark of Electronic Arts Inc.





**Forgiveness
is for losers**

All-New Traffic Attack—
Race against the clock in a mad dash for destruction as you take your revenge on *Rush Hour*.

Revolutionized Crash Mode—
Plow through multi-level crash courses leaving a trail of smoldering wreckage.

Tracks Built for Battling—
Engage in brutal car combat with massive jumps, multiple paths, and nasty chokepoints.

In Stores September 20
burnout.ea.com

Play the *Burnout™ Revenge* demo in *Madden NFL 06* (Xbox® and PlayStation®2 computer entertainment system only)

PlayStation.2





THE ULTIMATE BUDOKAI

The venerable Dragon Ball Z franchise gets a massive overhaul for Budokai Tenkaichi. Is Goku just getting an aesthetic makeover, or will he finally unleash his true potential? **By Funky Zealot**



Tenkai O Koeru: It's an oft-used phrase by the Saiyans race in their moments of peril, and in Japanese it means "surpassing the limits." When war-thriving Saiyans plateau in strength, they somehow always manage to reach a new level of power and gain supremacy. For Goku, it was powering up to 3x Kaioken against Vegeta. Against Frieza, it entailed Goku embracing his inner rage over the death of Krillin to become a Super Saiyan. Similarly, the video-game franchise seemed to reach its pinnacle with Budokai 3, seemingly exhausting its creative resources with the introduction of GT characters. Yet developer Spike is aiming to go much higher with Dragon Ball Z: Budokai Tenkaichi for the PlayStation 2.



Some old rivalries never fade away.



Galactic superlions get indigestion, too.



Throw opponents into the terrain, and sometimes health or Ki-replenishing items will appear.

CONTINUED ►



This matchup makes Tyson vs. McBride look like a cliche one.



Fly Away!

"Battles in this game will feel much more free," says Ryo Mito, lead producer at Bandai. It took a couple of years (since the maddeningly horrid DBZ: Ultimate Battle 22), but the dream has finally come true: You can now jump and fly. Sure, Atari said you could fly in Budokai 3, but that wasn't really flying—Hong Kong flick stunts on cranes are more aerially acrobatic than the floating that went on in the last installment.

Roughly translated, *Budokai Tenkaichi* means "supreme martial arts tournament," so this time Spike pulled out all the stops, enabling you to jump, fly, and swish across the landscape like you always wanted. With the added freedom, levels have actual canyons and ridges through which you can traverse; you can even fight underwater on Planet Namek—though the fighting dynamics remain unchanged.

Other exotic locales are what longtime fans expect: the Cell Game ring, the obvious Tenkaichi Budokai arena, Kami's time-slowing zone, and nondescript arid canyons that frequently appear in Dragon Ball Z's epoch-long duels. Previous games featured scripted sequences where you crash into and wreck the terrain, but that's all in-game this time around. For now, it seems that throwing a person will make only canyons tumble, but we're hoping it will be expanded to charge moves and special moves as well.

"This game features an all-new battle system that will give Budokai players much freedom in controlling the characters, such as soaring into the air freely or going into the water with easy operation."—Ryo Mito

Making Bird Studio Proud

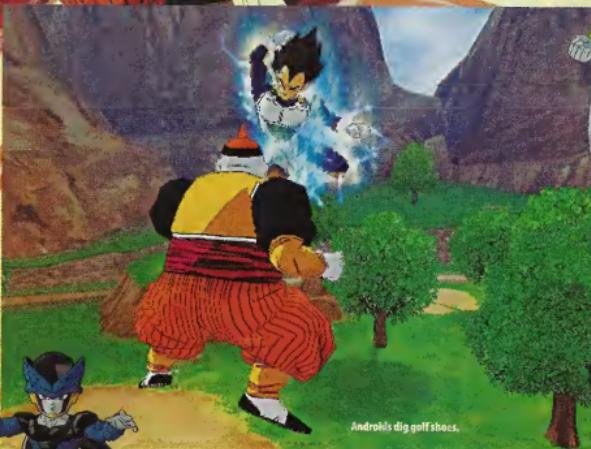
The cel-shaded graphics in Budokai 2 and 3 were not disappointing, but Spike has still managed to refine the visuals to be even more anime-like. "We wanted to create a brand-new DBZ game that's different from Budokai 3, so we tried this fresh, new style of graphics," says Mito. The faux pen lines are finer, the shading more detailed, bringing to life all the gravity-defying hairdos that anime characters have become stereotypically known for.

Battles in manga/anime never end without characters getting bloodied and scarred, and Budokai Tenkaichi will reflect this as well. In fights to the near death, you'll see clothing torn and bodies marked with bruises—small but nice touches. Particle and energy effects have been refined yet again and are more seamlessly integrated without looking like sprites forced into the anime-styled canvas.

KI Elements

Playing the preview build, it's immediately noticeable that many of the fighting mechanics have been reworked from the ground up. However, the game is just as approachable as the previous installments—and, so far, it's even more user friendly than Budokai 3. "This game features an all-new battle system that will give Budokai players much freedom in controlling the characters, such as soaring to the air freely or going into the water with easy operation," says Mito. "I believe casual gamers can grasp such techniques in a short period of time." Sure enough, it's easy to pick up on the new control scheme after a couple of minutes of

CONTINUED ▶



Androids dig golf shoes.



In addition to GT characters, you can expect to see a bunch of pre-Dragon Ball Z characters.

mashing the buttons. Normal melee attacks are now combined into the \square button, and the \times button serves as the dodge/dash command (almost like the dash in Sega's Virtual On).

Special moves are now separately executed from punch and kicks, making that familiar \square , \square , \square , \square , \square combo obsolete, and the planet-destroying Galick Gun is now instantly executable at your whim. Special moves are more diverse, too, drawing from all the unique abilities of each character. "Each character will have certain unique abilities, such as the Taiyo Ken (Solar Flare), which lowers an enemy's search ability," says Mito. "There's still a Ki gauge that so far seems to be only a single bar, and powering up the meter to full turns your character into Japano-English "Sparkling" mode, enabling you to devastate opponents with Ultimate Moves."



Moments before Yamcha dies—again



"There's a fly on your chest."

Getting the hang of dodging, evading, and transporting was a bit confusing in Budokai 3, so evasion has been slightly reworked with a small meter below your life bar showing your Speciality gauge. "Players can press buttons to counter the enemy attacks to get behind them, and certain controls will enable them to dodge or bounce energy attacks," says Mito. "In addition, characters have the special ability to freeze an enemy and warp behind him in an instant."

Panels to Pixels

One of the most-missed story elements was the cut-scenes in the original Budokai, and thankfully they're making a comeback. "The Story mode in Budokai Tenkaichi will focus on the famous battle scenes from the Dragon Ball series," says Mito. "We've prepared a mode called Z Battle Gate in which players can actually experience these various memorial battles in the game. It includes close to 150 battles from Dragon Ball Z, Dragon Ball GT, the Dragon Ball movies, and 'What If?' fights punctuated with attractive cut-scenes with 3D models." Saving Planet Vegeta from Frieza isn't just a rabid fan fantasy any longer? Perhaps. Budokai Tenkaichi will have the most complete character lineup yet, featuring forgotten Dragon Ball OGs, such as Taopaipai and Chiaotzu. "An enormous amount of characters are in this game. Over 50 characters and over 90 forms," says Mito. "This includes characters who weren't available for use in other Budokai sequels, such as Janemba or Super 17."

While details concerning Story mode are under wraps, the character customization is making a much-welcome return. "Yes, a

customization feature is included in this game as well," reassures Mito. "It's the same feature as that used in Budokai 3."

Great Saiyans

Some things never change, and predictably, multiplayer won't be implemented for Budokai Tenkaichi. "We haven't made plans for online game play," says Mito. "We designed this title to be very entertaining as a stand-alone game mode." Still, the series never seemed to suffer without multiplayer (especially in sales), so it won't be a colossal disappointment or surprise to longtime fans. In spite of its continual eschewing of online play, is Budokai Tenkaichi really pushing the boundaries in the Saiyan sense of the words, *Genki O Koeru*? So far, the answer is a resounding "yes!"

CONTINUED ▶



"And there came a day unlike any other, when Earth's Mightiest Heroes were united against a common threat! On that day The Avengers were born—to fight foes that no single hero could withstand!"

Now you can add Marvel's most powerful super-team to your favorite Vs. System deck! With two new mechanics—Leader and Reservist—you can join Captain America and all your favorite Avengers to protect the weak, or stand against truth and justice with the Masters of Evil. You can even conquer the world with Kang or make the jump to Earth-S with Squadron Supreme!

THE **AVENGERS**™ trading card game



WWW.IJDE.COM/MARVEL

MARVEL

The logo for Pro Circuit, featuring the word "PRO CIRCUIT" in a bold, sans-serif font inside a stylized blue and white chevron-shaped frame.

The logo for Upper Deck Entertainment, featuring a stylized 'e' inside a circle, with the company name in a bold, sans-serif font below it.

Upper Deck Entertainment and the new Tiers® or Top Tiers® of The Upper Deck Company, Inc. Systems and the card designs are Tiers® or Top Tiers® of The Upper Deck Company, LLC. © 2005 The Upper Deck Company, All Rights Reserved. The Upper Deck Company, 585 Trade Street, North Las Vegas, Nevada 89011, and all related Trademarks and all related Card Game characters are © 2005 Upper Deck Entertainment, Inc. All Rights Reserved. www.udc.com. Licensed by Mattel Characters, Inc. Printed in the U.S.A. Upper Deck Group, Inc. Printed on 10/12/05. 15121 JK WNG. The Worldwide



WEAR IT HOW YOU WORK IT

DRAKE ALLEN // TIDE THE SOURCE

05

GET IT AT

WAL-MART
ALWAYS LOW PRICES.

Always.

Walmart.com

THE MANGA ORIGINS OF DRAGON BALL

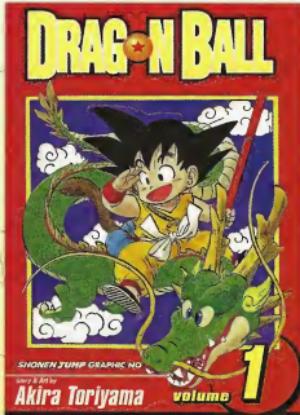
Find out how *Dragon Ball Z* started with this interview with Jason Thompson, the long-time English-language editor of the series.

By Livia Ching of *Shonen Jump*



kira Toriyama is a household name to fighting-manga fans. But you might not have known how or why Dragon Ball became so popular in its home

country and then in the United States. Here we tell you why the manga series power-blasted its way into so many shonen hearts these last two decades. You'll be surprised to find out that being able to shoot fireballs out of your hands in video games should be credited to Toriyama-sensei and his adrenaline-fueled imagination! To get to the heart of the matter, we interviewed the manga's long-time English-language editor, Jason Thompson.



The first volume of *Dragon Ball*

Shonen Jump: How did *Dragon Ball* get its start in Japan?

Jason Thompson: Akira Toriyama was already a popular manga artist after having finished his first hit manga, *Dr. Slump*. Toriyama-sensei decided that since *Dr. Slump* seemed to focus on a Western or American aesthetic, his next series, *Dragon Ball*, would be Eastern-flavored. Thus, he began to weave a manga that revolved around an ancient Chinese tale called "The Monkey King" or "Journey to the West." *Dragon Ball* began its serialization in the Japanese version of weekly *Shonen Jump* in 1984.

SJ: How did *Dragon Ball* come to America?

JT: First off, it is important to know that in Japan, the *Dragon Ball* and *Dragon Ball Z* manga are

both known by the same name: *Dragon Ball*. The name "Dragon Ball Z" was invented for the anime series to distinguish the humorous early stories of Goku's youth (*Dragon Ball*) from the action-packed stories of Goku's adulthood (*Dragon Ball Z*). When the anime was introduced to American television, "Dragon Ball Z" was more popular than "Dragon Ball." When the manga was published in America, the series was split into two parts, just like the anime was. *Dragon Ball* is now available in its entirety as 16 individual paperback manga volumes, and volume 22 of the ongoing *Dragon Ball Z* comes out in early October.

How the manga came to America happened like this: During the 1980s, a company that specialized in localizing Japanese manga, called Viz Communications, Inc. (now VIZ Media, LLC), pursued the rights to the *Dragon Ball* series with Shueisha in Japan. Shueisha was reluctant at first. One of the main reasons was because they knew Akira Toriyama was concerned with how his art would be treated in an English format. When Viz offered to run the art in its original right-to-left format, Shueisha got Toriyama-sensei's approval for the translation, and the rest is history. There are now paperback *Dragon Ball* and *Dragon Ball Z* manga volumes—plus the serialized episodes starting at the beginning of the Cell Saga that appeared in the American *Shonen Jump*—that fans can collect and read for generations to come.

SJ: Why is *Dragon Ball*

so popular with boys all over the world?

JT: The reason that *Dragon Ball* is so popular is because not only does it have the fast action and epic battle scenes most boys enjoy in a comics format, but there is also a comedic and welcoming aspect to the characters and events that happen within the series. For example, even though the fate of the world is at stake, Toriyama-sensei will give his heroes names like Vegeta ("Vegetable"), Kakarot ("Carrot"), and Bulma ("Bloomers"). They don't sound like champions for justice or destroyers of evil characters! But in the end, after each gigantic cosmic battle, his funny characters seem to get the job done.

As in American comics, Akira Toriyama delivers his share of vein-popping, angry villains



SHONEN JUMP GRAPHIC NOVEL

Story & Art by
Akira Toriyama

volume 1

The first volume of *Dragon Ball Z*

and superheroes. Also like American comics, Toriyama-sensei makes his story lines logical and will tie up any loose ends in subsequent episodes. However, what makes *Dragon Ball* unique is that added "cuteness" factor of

"Since technology has moved 3D animation forward, *Dragon Ball's* futuristic story lines can be realized in pixilated form!"

the pun-ish names for his characters and the cartoonish look he gives his heroes and his villains. Another reason the series has been so popular is that the action scenes and backdrops of most panels are drawn so well, one can understand what is going on without having to read the dialogue.

SJ: What's the story on Goku?

JT: Goku started out as a monkey-tailed boy with superhuman strength (*DB* V1). This is how he is portrayed at the beginning of the series. But later we find out that he can also turn into a giant scary ape and comes from an alien race (*DBZ* V1). Toriyama-sensei didn't really have those latter two aspects of Goku in mind when he started the manga. He just made up these characteristics of Goku as he went along. Yet the

brilliance of the continuity of *Dragon Ball* characters is that even with these impulse add-ons, the story and the characters' lives still make sense! Goku also grows up within the series, gets married (*DB* V15), and has a son, Son Gohan (*DBZ* V1). He takes many forms but is always trying to save the Earth from total destruction by other alien life forms. Plus, Goku has some of the best intergalactic attack moves ever seen in the fighting manga genre. Go Goku!

SJ: Why do you think *Dragon Ball* appeals to gamers?

JT: In Japan, when *Dragon Ball* started to become popular, there were many video games based on the series. There is a natural attraction gamers have to the basic story. You have characters who can blast ki-powered attacks through their hands and have them enter into some truly fantastic scenarios. These battle scenes have been molded into even more vibrant forms in the video-game format. Since technology has moved 3D animation forward, *Dragon Ball's* futuristic story lines can be realized in pixelated form! Toriyama-sensei was a definite influencing factor in bringing a whole other dimension to the fighting-game genre. Without him, video games might still be stuck in a karate-chop era, where the only thing you could attack your opponent with was some dressed-up nunchucks.

Save 50 percent off the cover price when you subscribe to American *Shonen Jump*: <http://www.shonenjump.com/subscribe/>

You can also pick up back issues:

<http://www.shonenjump.com/whatisjump/previssues>



The issue of American *Shonen Jump* that concluded its serialization of the *Dragon Ball Z* Cell Saga

CONTINUED ▶

Win a set of limited-edition Dragon Ball Z action figures!

In honor of *Dragon Ball Z*'s 10th anniversary, *GamePro* and Jakks Pacific Toys are offering a set of *Dragon Ball Z* 10th Anniversary character two-packs as well as extremely rare, limited production samples of Series 11 figures!

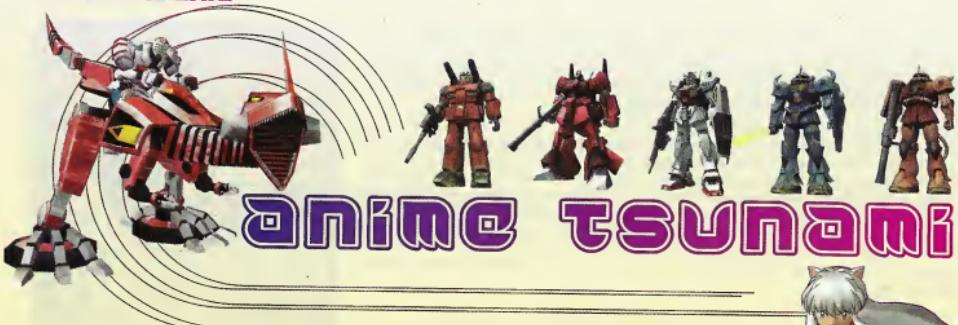


It's easy to enter, just log on to
GamePro.com/DBZ
for your chance to win!

Just some of the figures in the prize package
For official rules, log on to GamePro.com/DBZ.

JAKKS Pacific

GAMEPRO



Fueled by a sort fetishism of the East, anime and manga franchises have expanded across a wide variety of American cultural venues, including video games. Check out the latest anime games for the PlayStation 2, GameCube, PSP, DS, and Game Boy Advance to hit our shores. **By Rice Burner**

For more than three decades, Japanese popular culture has surgically infused its alien ubiquity on the west, quietly but vigorously influencing nearly every avenue of western entertainment and consumer culture. Video games and anime (Japanese animated films) are at the forefront of this meeting of the minds.

Fight Club—No Salyans Allowed!

The fighting game genre has always been a veritable magnet for Shonen (young men's) anime and manga series. From Dragon Ball Z Budokai to Yu Yu Hakusho, the anime fighter genre has grown to represent a significant addition to this traditional gaming category.

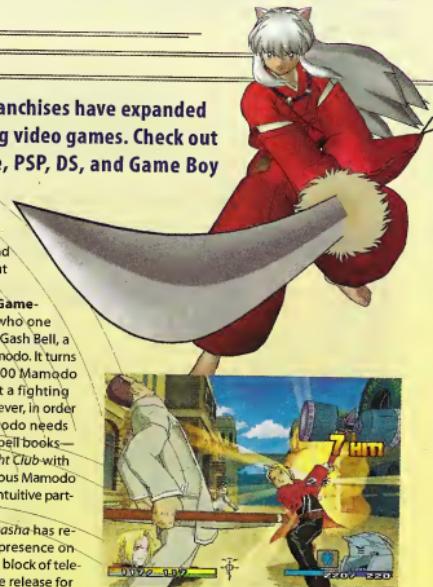
Currently airing on the 4Kids TV Network, *One Piece* has recently outpaced *Dragon Ball* in the short amount of time that it's been out. Essentially a classic Shōnen formulae story, Luffy D. Monkey gathers a group of the most skilled and freakish rogues in his search for the renowned "One Piece" treasure. Bandai's

One Piece: Grand Battle (PS2) will feature 16 playable pirates and 32 ancillary characters in an all out beat-em-up.

Also from Bandai, *Zatchbell (GameCube)* is a story of a lonely boy who one day finds himself the guardian of Gash Bell, a magical alien creature called a Mamodo. It turns out that every thousand years, 100 Mamodo descend on the Earth to conduct a fighting tournament to crown a King. However, in order to battle in this dimension, Mamodo needs human-partners to activate their spell books—what ensues is something like *Fight Club* with *Gremlins*. *Zatchbell* will feature various Mamodo pairs in 18 different stages and an intuitive partner control system.

While definitely not new, *Inuyasha* has retained a strong fan base from its presence on the Cartoon Network's Adult Swim block of television programs. The second game release for this series, Bandai's *Inuyasha: Feudal Combat (PS2)* incorporates 12 prominent characters of the series into a knock-down no-holds-barred fighter. Additionally, Feudal Combat mode will feature interactive environments, a unique partnering battle system, and several modes. Besides, where else would a vibrant young teenage girl consider bestiality love?

**And Then
There's the Future**
Hot on the heels of the fighting genre is the up and coming sci-fi action category, and



FULL METAL ALCHEMIST 2

no other anime series represents sci-fi more prominently than *Gundam*. The latest release in the franchise, Bandai's *Mobile Suit Gundam vs. Zeta Gundam (PS2)* expands the series by adding 31 new mobile suits—including the much-coveted mobile armors and variable suits. It also continues stories of the original *Universal Century* timeline.

Another sci-fi gaming hit series is *Ghost in the Shell*. The anime series has recently hit blockbuster status with its second movie release and the airing of the first season of *Ghost in the Shell: Stand Alone Complex* on Cartoon Network's Adult Swim block. Inspired by the TV series, Bandai's *Ghost in the Shell: Stand Alone Complex (PS2, PSP)* is a first-person shooter where players can assume the roles of Major Motoko Kusanagi, Motoko's partner Batou, or a Tachikoma think tank—a mobile weapons platform with the brain capacity

CONTINUED ▶



IT COMES WITH ITS OWN SFX CARD:
TWO 35,000-LB.-THRUST PRATT & WHITNEY F119 TURBOFANS.



U.S. AIR FORCE
CROSS INTO THE BLUE

For the most lifelike experience, might we suggest a real-life experience? In the United States Air Force, we offer the real stuff. Real joysticks. Real jets. Real challenges. And real decisions that have a real impact in the real world. But the rewards of a career with us are real, too, and filled with real opportunity. See a theme here? If you're up to the challenge and wish to prove that your mind can move every bit as fast as your game thumb, give us a call. We'll offer you a world no video game can match. **AIRFORCE.COM • 1-800-423-USAF**



ZATCHBELL

of an eight-year-old. Furthermore, the SAC will feature multiplayer capacity, and fans will be treated to 20 minutes of original CGI FMV animation.

Adding a mega dose of style, Bandai's *Cowboy Bebop* (PS2) will have its first game incarnation as an action/adventure title. It promises to elaborate on the mysteries of the Bebop universe by enabling gamers to assume the roles of Spike, Jet, or Faye as they track down elusive criminals and deal with their entrenched pasts. Plus, Bebop will feature the musical jazz stylings of the original anime series composer Yoko Kanno.

What anime wave would be complete without the prérécital *Senita* (task, force) series? DICE (DNA Integrated Cybernetic Enterprise) is a problem-solving rescue team in a far-flung galaxy that is comprised of children who pilot Dino-Breakers (transformable robot dinosaurs). Bandai's *DICE* (PS2) will feature a roster of 11 variable Dino-Breakers, including the debut of two never-before-seen ones, for a variety of action/adventure-based missions. Imagine rug-rats with mecha...scary.

Lonely, Lonely Joe

Seemingly in a category of its own, *Viewtiful Joe* burst onto the scene in 2003 and amazed the gaming industry with its time control gameplay—so much so that the series spawned several sequels, inspired its own anime series, and jumped consoles. The latest game is Capcom's *Viewtiful Joe VFX Battle* (GameCube, PSP), which will feature versus gameplay, interactive environments, and the entire cast from the anime series. After two years, Joe still remains in a classification all his own.

Action RPGs Unite... and I'll Form the Head!

Role-playing games have always been a strong point for the Japanese anime series, and this upcoming year is no exception. Returning for a second run is Bandai's *.hack//G.U.* (PS2). This sequel to the original four-part RPG series takes place seven years after its progenitor, *The World* (the fictional MMORPG where the .hack series takes place) has become a lawless virtual reality inhabited by P.K.s (Player Killers) and roving monsters. While not much is known about this sequel's plot and story line fans, won't

have to wait long because *.hack//G.U.* has been announced for November.

Hot on the heels of the initial release, Bandai's *Full Metal Alchemist 2: Curse of the Crimson Elixir* (PS2) portrays the ongoing journey of Edward and Alphonse Elric as they search for a way to resurrect their deceased mother and cure themselves of their magical afflictions. *Curse of the Crimson Elixir* features 30 minutes of

original animated footage, enhanced cel-shaded graphics; a new arsenal of alchemy attacks, transformable weapons, and a customizable combo system. Best yet, *Curse of the Crimson Elixir* is available now.

For the short amount of time that the series has been out, *Shaman King* has racked up an impressive number of gaming incarnations. As the fifth entry in the series, Konami's *Shaman King: Master of Spirits 2* (GBA) continues Yoh Asakura's quest to become the next Shaman King. In this sequel, Yoh must stop a diabolical shaman from resurrecting the evil Guardian of Demons. Players will have the ability to collect vanquished opponents' spirits, build skills, and unlock special moves. Ghosts just aren't scary to kids anymore.

Are My Pokéballs Bigger Than Yours?

Nintendo has once again resurrected Pokémon for another outing. Nintendo's *Pokémon XD: Gale of Darkness* (GameCube) represents a drastic change from the traditional Pokémon strategy games because it'll be—gasp—an RPG! Wannabe Pokémon trainers return to the Land of Ore and unravel the mysteries relating to the shadow Lugia phenomenon—Pokémon are being corrupted to be evil! Gamers can expect tons of multiplayer action, an expansive world, and another bazillion Pokémon to capture.

Perfect Game for the Schizophrenic

Speaking of "classic anime" franchises, Konami is trying to revitalize its Yu-Gi-Oh series by releasing it on the DS. Konami's *Yu-Gi-Oh: Nightmare Troubadour* (DS) will make full use of the dual-screen format and touch screen controls. Additionally, Nightmare Troubadour will fully



VIEWTIFUL JOE VFX BATTLE

utilize the DS's wireless LAN connection for duels to battle or trade acquired cards.

When all is said and done, Japan is the Mecca of video gaming, and the synergistic successes of transforming anime and manga franchises into games can't be denied. They may be separated by genres, but they're all united in style.



GAMEPRO.COM FOR THE LATEST SCREENS FROM THESE ANIME TITLES.

GAMER-READY ANIME

Akira

No other anime title screams "Grand Theft Auto clone" louder than *Akira*. Imagine playing as Kaneda, Tetsuo, or Yamagata as they speed down the neon-lit streets of Neo Tokyo battling it out the biker clowns for turf, picking up chicks, and evading the cops. The game could delve deeper into the world illustrated by the original manga and present the material omitted by the film version—cults, conspiracies, and social decay.

Black Jack

BLACK JACK Black Jack is a mercenary doctor who wanders the globe accompanied by his adopted daughter/assistant, selling his skills to the unfortunate. Imagine a game where Black Jack is tracking a mysterious illness, operating on its victims, and investigating the origin of the infectious disease. Players would be able to tackle real-life boss battle operations using the Stylus pointer, while the top screen would show the patients vital signs. Ingenious.

FLCL

Picture the wackiest anime recently released made into a crazy console third-person cel-shaded action/adventure game. *FLCL* would combine the game environments and gameplay style of *Under the Skin* with the crazy mini-game kookiness of *Wario Ware, Inc.* Gamers would get to roam the streets of Tokyo as Naota, Mamimi, Haruko, or TV Boy, bashing people in the head with guitars, running over citizens with Vespas, and fighting giant neon-colored body parts. The game would be interspersed with *Wario Ware*-type mini-games were the goals are to pick boogers, slobber eggs into people's mouths, and create Little Prince Curry. How can you go wrong?



GAMES.NET FOR THE 21
ESSENTIAL ANIME HITS.

1 THREE FOR
5

OKAY, SO IT'S AN
ESTABLISHED FACT:

THE XBOX 360
IS UNTHINKABLY
POWERFUL. BUT
THESE DAYS, IT'S
NOT JUST ABOUT
MORE POLYGONS
AND SHARPER
GRAPHICS. THE
QUESTION IS, HOW
WILL THE XBOX
360 MAKE FOR
BETTER GAMES?

BY THE GAMEPROS

Vector units, L2 cache, GigaFLOPs—blah, blah, blah. If you really want to know how the Xbox 360 is going to change your life, you've got to look deeper than just raw hardware specs. That's why we've chosen three outstanding games—THQ's *Saint's Row*, Bethesda's *The Elder Scrolls IV: Oblivion*, and Sega's *Full Auto*—that embody the ways in which the Xbox 360 will change your gaming habits forever. But first, let's take a quick look at several key advantages of the Xbox 360's hardware, advantages that will make these groundbreaking games come to life.

THE POWER OF MORE

More memory makes for better games. It's a simple equation, really; designers need more RAM (Random Access Memory) to make bigger, more beautiful game worlds. The original Xbox had quite a bit of RAM—64 MB, to be exact. But if you think that's impressive, consider that the Xbox 360 is loaded with 512 MB of RAM. The result?

The most visually lavish, heart-stoppingly beautiful graphics you've ever seen. Not only will the environments look great, but they'll also be bigger and more complex than ever. Think about taking the jaw-dropping graphical detail of a game like *Doom 3* or *Resident Evil 4* and combining it with the massive environments of a game like, say, *Halo*. The possibilities are simply staggering.

While visual beauty is always welcome, what gamers really want is unique, innovative gameplay. That's where the Xbox 360 promises to make its mark. The 360's CPU features a unique triple-core design that will push gamers and game designers to the edge. It's custom-designed to excel at the complex calculations you need to power a cutting-edge video game.

By harnessing this brute mathematics horsepower, game programmers can finally tackle two coding challenges that, until now, have proven almost impossible: **creating believable artificial intelligence and realistic game physics**. Advanced A.I. will not only make for tougher, more realistic opponents but also computer-controlled buddies who are almost as smart as you are.

And a realistic physics model will let you do the kinds of things you've always dreamed of doing in a game: blow on a patch of flowers and watch them sway delicately in the wind, or shove an enemy onto a pile of wreckage and watch his bones snap in all the proper places. From the gentle to the ghoulish, it's all going to be possible thanks to the Xbox 360's potent processors.

IN-LINE, ONLINE

Of course, for many players, Microsoft's trusty Xbox Live online service will remain a powerful reason to invest in the Xbox 360. And why not? It's slick, speedy, and totally idiot-proof. In other words, the polar opposite of Sony's ridiculous online service for the PS2. The Xbox 360 takes the online experience to dizzying new heights. Out of the box, every player will have access to the Xbox Live Marketplace. That's where the awesome new **micropayment** system comes into play. Why let a great game end? Extend the experience by buying new levels, new characters, or new vehicles. See a new gun you like? Cough up a few micropayment credits and it's yours. Though the prices haven't been nailed down just yet—the Xbox Live team says the system supports payments as low as one cent—the possibilities are endless. You won't even need a credit card or an Xbox Live subscription to enjoy the premium downloads. Just pick up a prepaid Marketplace card at the corner game shop and spend a little here, a little there.

X MARKS THE SPOT

Now that we know about the hardware, let's talk about the software. Over the next several pages, you'll get to experience three cutting-edge games—*Saint's Row*, *The Elder Scrolls IV: Oblivion*, and *Full Auto*. Each game demonstrates a unique mastery of the Xbox 360's key strengths, but they're much more than mere tech demos. Buckle up: you're about to witness the future of gaming.

CONTINUED ▶

SEP 2005

GAMEPRO

41

SAINT'S ROW

THE GRAND THEFT AUTO SLAYER

t's official. In 2005, the year of Our Lord, the bloody reign of Grand Theft Auto is over. Sure, it's still walking, talking, and killing with mindless, murderous abandon. But it's as dead as a spent bullet. That's all thanks to a wicked little Xbox 360 game named Saint's Row, a next-gen re-envisioning of the criminal-minded GTA sensation. Gather round, blood-thirsty brother and sisters, and hear tell of the most violent, depraved, and just downright fun gangster game of them all.

LONG ROW TO HOD

What is perhaps most impressive about

Saint's Row is its grim devotion to outperforming Grand Theft Auto: San Andreas in every conceivable way. Jaw-dropping graphics? Check. A slick, precise control scheme that allows you to run, snipe, and shoot at will? Check. A thriving interactive world complete with single-player missions that are actually fun to play? Check. It's as if the designers systematically studied each weak point—every chink in the armor, every compromise, every limitation—and developed a ruthless countermeasure designed to exploit and destroy. Now, now, don't get touchy. We know you love GTA. We do, too. But when you see this baby in action, you'll forget all about petty thugs like Tommy Vercetti and CJ Johnson.

You'll start by creating your very own custom character from a full array of ethnicities. You can also select a body build without going through the torturous eat-lift-run workout grind from San Andreas. Huzzah! For more precise physical tweaks, your best bet will be to visit the neighborhood plastic surgeon. In a ghoulish twist, the developers are even talking about adding plastic surgery "mishaps." The only worry is that players will get pissed if they sink a bunch of cash into a character and end up looking like Quasimodo, or worse, Wacko Jacko, so the feature is not yet a guarantee. Naturally, the obsessive focus on player customization extends to the game's extensive wardrobe and arsenal. Item collecting plays a major role in Saint's Row, and you'll be kept plenty busy tracking down the most "blinged up" guns and outfits.



One key advantage Saint's Row has over San Andreas is its detailed physics model. In the background, note the rag-doll physics on the airborne cop.



AND GAMERS LIVED HAPPILY EVER AFTER

So far, so good, but it's the online mode that truly has us bouncing off the walls. After speaking with the super folks at developer Volition, we know that you'll play in multiplayer-only levels featuring the standard array of deathmatch and team deathmatch modes. The cooperative mode also sounds hot; why run a riot alone when you can bring a buddy? We're also intrigued by one of the contests—called "Big Ass Chains"—in which the goal is to make it to the finish line with as many silver chains wrapped around your neck as possible. When it comes to online gameplay, the twist is that every time you play, you'll accumulate online currency that you'll use to unlock the coolest gear in the game. And of course, you can look forward to new weapons, cars, clothes and tunes (possibly even levels) via the Xbox Live Marketplace. Ain't life grand?

Okay, so the biggest question is ultimately the simplest one: when? When, when, when? Soon enough, child, soon enough. Though the hard-working guys at Volition haven't yet named a release date (it's scheduled for the "launch window" of the Xbox 360), our best guess is anywhere between now and Christmas. Okay, so we suck at guessing dates. But to help pass the time, try giving *GTA: San Andreas* one last run-through. After *Saint's Row* hits, you likely won't be playing that game again for a long, long, long time.

■ Developer: Volition
■ Publisher: THQ
■ Release date: Winter 2005



The level of visual detail is phenomenal. Better yet, you won't experience any load times when moving between environments.



GAMEPRO.COM TO FOLLOW THE DEVELOPMENT AND RELEASE DATE OF SAINT'S ROW FOR THE XBOX 360.



CONTINUED ▶

SAINTS & SINNERS

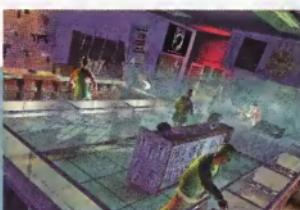
SPEAKING WITH JACQUES HENNEQUET, A SENIOR PRODUCER FOR SAINT'S ROW, OPENED UP SOME FASCINATING GAMEPLAY INTRICACIES.

GamePro: Let's say I want to be a pimp. Do I have to go and find pimp-specific missions?

Jacques Hennequet: The city is controlled by three other gangs. Each gang controls one territory, and each territory is made of a number of neighborhoods—you control *Saint's Row*. There are a number of activities in each territory. You choose which ones you want to play and how often you play them. Completing activities, such as randomly killing enemy gang members, earns you respect, which in turn unlocks story missions and reveals stronghold locations. Each story mission or stronghold conquest earns you one neighborhood. Conquer all the neighborhoods, and you win.

GP: Earlier, you mentioned that a player could complete the game by engaging in almost any activity you wanted. Roughly how many "professions" are there? Is there a central story line?

JH: Drug Trafficking, Hit Man, Vandalism, and Insurance Fraud to name a few. Think of activities as gameplay modules that are free to experiment with and enjoy. No matter how much racing you do, you don't become a race car driver, and you still have access to all the story elements; you remain first and foremost a 3rd Street Saint. What changes is what you do to get there. You can switch from one activity to another at any point. There are four stories, one per gang, that all tie together at the end of the game.



THE ELDER SCROLLS IV: OBLIVION

THE LIVING, BREATHING
DIGITAL WORLD

Plenty of games boast jaw-dropping graphics and fun gameplay. But how many are able to weave those qualities into a gripping, immersive, thought-provoking experience? Gamers, prepare to meet Oblivion.

REAL, ONLY FAKE

One of the most striking things about Oblivion is the way it goes out of its way to simulate the "real" world. The good people of Tamriel roam the streets at will, running errands and chatting with passersby. This magic is made possible by Oblivion's highly sophisticated Radiant A.I. system, which assigns every single character a 24-hour schedule. If that doesn't amaze you, consider that there are over 1000 unique nonplayer characters in the game.

Because the game realistically tracks the actions of each character, you won't spot shopkeepers up selling goods at 3 a.m.; they'll be fast asleep. That's bad news if you want to buy a killer new Bas-Tard Sword but excellent news if you want to suck their blood on the sly (if you're inclined toward vampirism) or steal some of their precious, precious wares. Just like in real life! Minus the vampirism.

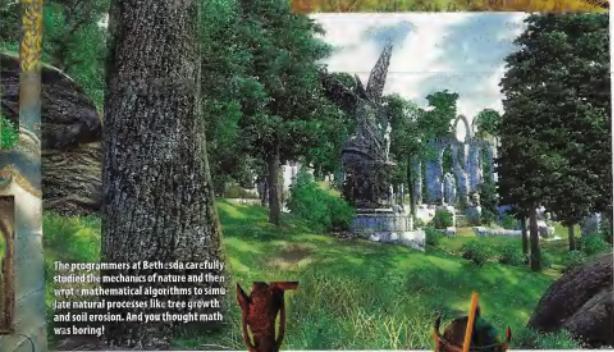
- Even the now-standard environment physics—which are being taken to a new level, thanks to the Xbox 360's prodigious processing power—make the world seem more real, more alive, more substantial. From picking pockets to using telekinesis, Oblivion's physics system is truly grounded in the physical.

LIVING IN OBLIVION

But Oblivion goes beyond fancy conversations and parlor tricks. The game is devoted to creating a world so real, so immersive, so tangible that you'll feel like you can reach out and feel the rough edges. Take the forests, for example. They're not only gorgeous to behold, but they're also loaded with activities and side quests. You'll be able to hunt deer, pick mushrooms, and mix potions that incorporate the natural ingredients you harvest.

If picking daisies isn't bloodthirsty enough for you, understand that you'll have plenty of flexibility when it comes to nuts-and-bolts combat. Want to be a bow-and-arrow

The programmers at Bethesda carefully studied the mechanics of nature and then wrote mathematical algorithms to simulate natural processes like tree growth and soil erosion. And you thought math was boring!



stealth expert? No problem. A fire-slinging warlock? Easy. And you'll grow into these classifications organically, not by upgrading stat points. If you swing your sword enough, you'll get stronger, and so on. Better yet, the control scheme is simple enough that you can harness melee attacks, defense, and magic all at the same time. No more clumsy skill swapping!

Yeah, so we're really, really excited about Oblivion. Perhaps it's because we've seen the game in motion and we know what it's capable of. In the end, there's only one question remaining: When can we buy it? Look for word of the release date on GamePro.com.

- Developer: Bethesda Game Studios
- Publisher: Bethesda Softworks and 2K Games
- Release date: Holiday 2005



GAMEPRO.COM FOR UPDATES AND SCREENS ON THE ELDER SCROLLS IV: OBLIVION.



CONTINUED ▶

BLINDED BY THE LIGHT

TODD HOWARD, EXECUTIVE PRODUCER OF THE ELDER SCROLLS IV: OBLIVION, SHEDS A LITTLE LIGHT ON THE GAME'S DAZZLING RADIANT A.I. SYSTEM.

GP: It's one thing to hear that all the NPCs have real lives, jobs, and goals. Does that ever impact the player, or does it just make for a more realistic town environment?

Todd Howard: As you play, you start to figure out how you can influence NPC behavior, and when doing a quest, it really comes into play. A simple "get the diamond from that guy" quest can be done in hundreds of ways now. Is he sleeping? When is he home? Does he take the diamond to work with him? Does he like me? Should I kill him? Pick his pocket? Steal his food and see if he sells the diamond to eat?

GP: In conversation, do different dialogue strategies trigger different responses? Will it really matter whether you act like a bully or a joker?

TH: In general, you'll get quests and information from people who like you, so the different persuasion techniques all boil down to making the NPC like you more. If you don't have the conversation skills to do that, you can plow through by bribing people, performing quests for them, or, as many do, just killing them and taking what you need.



FULL AUTO

THE NEXT-GEN WRECKING BALL

It started innocently enough as a lab experiment but quickly blew up to epic, explosive proportions. Pseudo Interactive's cofounder David Wu, as it turns out, is like a kid monkeying with a chemistry set, mixing reactives and catalysts just to see what happens. But instead of creating baking soda-and-vinegar paper mâché volcanoes, he's creating the most gloriously destructive explosions you've ever seen. This might be the best argument for staying awake in math class that we've ever heard.

THE SCIENCE OF BLOWING SH*T UP

In March 2004, when Microsoft announced the Xbox 360's XNA development platform, a modestly sized development firm called Pseudo Interactive was asked to prepare a brief demo for the Game Developers' Conference. The challenge? To show how the Xbox 360's powerful new processor could handle elaborate real-time physics calculations. David Wu and William Ho thought it might be fun to render a hyper-detailed automobile wreck. With the pieces in place (or perhaps, more precisely, way out of place), Wu and Ho called their lovely little demo quite simply and quite descriptively, "Crash." Because real physics were assigned to each of the car parts, every door, window, and rocker panel would smash in a unique and utterly convincing way every time. And the results weren't precalculated but generated on the fly. It's enough to give fans of Gran Turismo wet dreams.

Fast forward to E3 2004, and an upgraded demo dubbed simply "Crash 2." This iteration featured not one, but two cars slamming into each other, which called for still more tricky mathematics. On a whim, Wu and Ho also introduced the option to stop the action and manually move the camera around to ogle at the destruction from every possible angle. What was originally conceived as a simple development test began to grow in the minds of its creators. What if you could do this in a game? What if instead of two cars, you had eight cars smashing into each other on a racetrack track? And what if they had weapons? The seed was planted, and a plan was set.

"MORE ANYTHING? MORE EVERYTHING!"

"In current games, most dramatic moments are depicted in noninteractive, prescribed, in-engine sequences," Ho explains. "It's in these scenes that the monster's head gets ripped off or the enemy base comes crumbling down."



Yep, that's a gameplay screen. Drool much?



CONTINUED ▶

All Time Favorites⁴

Acta Fool	poly4660
Another One Bites The Dust	poly4661
Balla Baby	poly4662
Between The Sheets	poly4663
Bohemian Rhapsody	poly4664
Breaking The Habit	poly4665
Chap Step	poly4666
Danced And Crafted	poly4667
Die!	poly4668
Drop It Like It's Hot	poly4669
Deity	poly4670
Dressing Room	poly4671
Eye Of The Tiger	poly4672
Excuse Me Miss	poly4673
Get Ur Freak On	poly4674
Ghostbusters	poly4675
Get Down Tonight	poly4676
I Wanna Fly	poly4677
Milkshake	poly4678
Mr. Brightside	poly4679
Med On The Tires	poly4680
Push It	poly4681
Ruff Ryders Anthem	poly4682
She Will Be Loved	poly4683
Super Freak	poly4684

Top Sound FX⁴

Basic Horn Police (Arrive)	fun1190
Bling Bling - Text Message	fun1191
Catch This Call It You Can	fun1192
Crazy 13 Fing - Party People	fun1193
Flaming Fing - Flamingo	fun1194
Flirt - Flirting	fun1195
Hey Girl - Check Your Text	fun1197
Little Duck	fun1198
Love	fun1199
Old Telephone Ringing	fun1200
Pick Up Pick Up The Telephone	fun1201
Police Horn	fun1202
Ring In The Bell - T.I.	fun1203
Rockin' - Rockin'	fun1204
Rockin' - Rockin' - Distorted	fun1205
Ring In The Bell - T.I.	fun1206
Ring In The Bell - T.I.	fun1207
Ring In The Bell - T.I.	fun1208
Ring In The Bell - T.I.	fun1209
Ring In The Bell - T.I.	fun1210
Ring In The Bell - T.I.	fun1211
Ring In The Bell - T.I.	fun1212
Ring In The Bell - T.I.	fun1213
Ring In The Bell - T.I.	fun1214
Ring In The Bell - T.I.	fun1215
Ring In The Bell - T.I.	fun1216
Ring In The Bell - T.I.	fun1217
Ring In The Bell - T.I.	fun1218
Ring In The Bell - T.I.	fun1219
Ring In The Bell - T.I.	fun1220
Ring In The Bell - T.I.	fun1221
Ring In The Bell - T.I.	fun1222
Ring In The Bell - T.I.	fun1223
Ring In The Bell - T.I.	fun1224
Ring In The Bell - T.I.	fun1225
Ring In The Bell - T.I.	fun1226
Ring In The Bell - T.I.	fun1227
Ring In The Bell - T.I.	fun1228
Ring In The Bell - T.I.	fun1229
Ring In The Bell - T.I.	fun1230
Ring In The Bell - T.I.	fun1231
Ring In The Bell - T.I.	fun1232
Ring In The Bell - T.I.	fun1233
Ring In The Bell - T.I.	fun1234
Ring In The Bell - T.I.	fun1235
Ring In The Bell - T.I.	fun1236
Ring In The Bell - T.I.	fun1237
Ring In The Bell - T.I.	fun1238
Ring In The Bell - T.I.	fun1239
Ring In The Bell - T.I.	fun1240
Ring In The Bell - T.I.	fun1241
Ring In The Bell - T.I.	fun1242
Ring In The Bell - T.I.	fun1243
Ring In The Bell - T.I.	fun1244
Ring In The Bell - T.I.	fun1245
Ring In The Bell - T.I.	fun1246
Ring In The Bell - T.I.	fun1247
Ring In The Bell - T.I.	fun1248
Ring In The Bell - T.I.	fun1249
Ring In The Bell - T.I.	fun1250

75555

Txt to
To activate your monthly plan

Chart Ringtones⁴

1) Disco Inferno
2) 1, 2 Step
3) My Boo

more fun
more Jamster at
www.jamster.com

I may be small
...but I'm cool!

Sweetie

Sweetie's Party Bop
Sweetie's Party Bop
Sweetie's Party Bop
Sweetie's Party Bop
Sweetie's Party Bop

4) The Number One Spot
5) Bad Boys (Cops Theme)
6) Drop It Like It's Hot
7) Because I Get High
8) Tubular Belts (Exorcist Theme)
9) James Bond
10) Sweet Home Alabama

poly

poly4650
poly4651
poly4652
poly4653
poly4654
poly4655
poly4656
poly4657
poly4658
poly4659

Wallpapers²



Color Wallpapers³



How to order...

1. Messages



2. Select

Create Message

is the menu



3. Type in the Keyword of your favorite ringtones. e.g. for Sweetie's Party Bop

75555*
sweet440

Need help? Contact our Customer Service at 866-856-JAMS or www.jamster.com

Supported carriers: Cingular T-Mobile®

How to download...



Animated Screensavers⁵



for more details see manual of your mobile phone or visit www.jamster.com

© 2002 Jamster Communications, Inc. All rights reserved. Jamster, the Jamster logo, Jamster.com, Jamster! and the Jamster! logo are trademarks of Jamster Communications, Inc. All other trademarks and service marks are the property of their respective owners.

© 2002 Jamster Communications, Inc. All rights reserved. Jamster, the Jamster logo, Jamster.com, Jamster! and the Jamster! logo are trademarks of Jamster Communications, Inc. All other trademarks and service marks are the property of their respective owners.

© 2002 Jamster Communications, Inc. All rights reserved. Jamster, the Jamster logo, Jamster.com, Jamster! and the Jamster! logo are trademarks of Jamster Communications, Inc. All other trademarks and service marks are the property of their respective owners.

© 2002 Jamster Communications, Inc. All rights reserved. Jamster, the Jamster logo, Jamster.com, Jamster! and the Jamster! logo are trademarks of Jamster Communications, Inc. All other trademarks and service marks are the property of their respective owners.

All plans are subject to the terms & conditions available at www.jamster.com and are each \$5.99/month. Plans are automatically renewed if not cancelled. Credits redeemable only at www.jamster.com. You must be at least 18 years of age or have your parents/ bill payer's permission. Normal carrier charges (WAP, GPRS, SMS) apply. Do not resend your order if you do not receive the product. To cancel your plan send a text message "stop" to 75555. In case of questions please contact customer services at info@jamster.com or call 866-856-JAMS.

True, true. But so what? "Gamers are forced to sit back and watch a moment that's been precalculated to behave in one particular way. With the power to animate these scenes in real-time with real physics, gamers will get to actually play out these scenes the way they want to." In keeping with these statements, *Full Auto's* immensely potent physics model isn't simply used to power pretty explosions. The enhanced physical realism governs every aspect of the play experience, from the satisfying vehicle handling to the earth-shaking weaponry. Then there's the immersion factor: Players can, according to Producer Cord Smith, "literally tear the city apart." Sounds intriguing, no?

Another one of *Full Auto's* coolest features began as a humble debugging feature. "It kinda blows when you have to restart the race all over again after one crash," explains Smith. "We thought, what if we put in an 'unwreck'?" So they coded in a mechanic that can undo the last few seconds of game time. The visual effect is stunning: Each of the car parts—the frame, the tires, the glass, along with sparks and billowing flames—slurps back together to re-form the car. While working on the game, the developers realized that they were using the feature all the time and that it was *fun*. Suddenly, there were new strategies possible that didn't exist before. That's what we call emergence, folks.

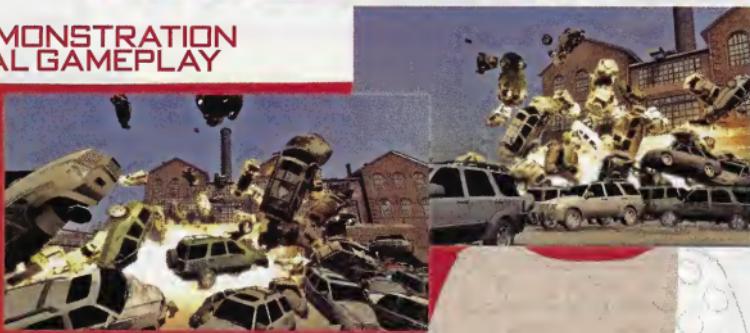
We're at a point now that next-generation consoles are finally getting smart and fast enough to handle outrageously elaborate, realistic physics models. Even so, Ho notes, "We're still constrained by current technology, by CPU power....We're ready to push these systems to the limit, and we'll be pushing it very soon, very easily." The Force is strong in this one.

■ Developer: Pseudo Interactive
■ Publisher: Sega
■ Release date: Fall 2005



NOT A DEMONSTRATION OF ACTUAL GAMEPLAY

Just how many objects can exist on-screen at once? Cord Smith enlightened us: "Although we use a level-of-detail system, everything you see in the world of *Full Auto* is a three-dimensional object capable of being damaged or destroyed. We can render up to 500 physicalized objects in any one scene."



With GamePro EX, any way you stack it,

YOU WIN!



- 12 Issues of *GAMEPRO*!
- Gaming Discs!
- Strategy Guides!
- Mini Code Vaults!
- Posters, Comic Books,
Exclusive Collectibles,
and More!

This is just an
example of the variety
EX can supply!

Only
\$29.97

To order, call **800/678.9097** and ask for ext. **113**.

LARA CROFT:

BACK FROM THE DEAD?

There's a new Tomb Raider on the horizon, but before you start groaning, know that Lara Croft has a new developer to go along with an alluring look. **By Major Mike**

When Tomb Raider burst on the scene in 1996, it was hailed as a breakthrough action game with a unique play engine and an extraordinary level of difficulty... plus, it was one of the first titles to feature a curvaceous Indiana Jones-esque explorer (or supermodel) at its center. Almost overnight the star, Lara Croft, became an interactive sex symbol—so much so she was able to overshadow the game's fundamental flaws, of which there were many. However, Tomb Raider did have some

innovative aspects that fed perfectly into a mainstream gaming community that was starved for better games than the usual token launch-title offerings for the 32-bit next-gen systems.

Suddenly, Eidos and developer Core Design had a monster hit on their hands. The game became a phenomenon not so much for the product itself but for Lara Croft, who was seemingly on the cover of every magazine, comic book, and billboard. She was even brought to life by Oscar-winning actress Angelina Jolie for two live-action feature films—*Tomb Raider* and *The Cradle of Life*. Plus, fans went nuts chasing every false lead regarding the "nude code" that was rumored to be imbedded in the games, and "events" like Lara donning a wetsuit were made prominent selling points.

"No."

Released for the PlayStation (and Saturn at the time), Tomb Raider's graphics were as good as they were going to get. The visuals were frequently muddy and sloppy, plus the camera provided its own set of challenges: It had a nasty habit of obscuring critical objects in the environment, such as dangerous enemies and fatal traps that you wouldn't realize were coming until it was too late. And if you died—game over. Not only was the game was tough, it took a long time to complete, and it was full of instant-death scenarios where if your timing wasn't millisecond-perfect, you were toast (see "Fixing Tomb Raider").

Based on the success of the first game, though (as is often the case in the video-game industry),



Lara Croft eyes her next treasure in *Legend*, the upcoming Tomb Raider adventure from Crystal Dynamics and Eidos.

more sequels were ordered—lots of them. But after several additional adventures, things began to sour for Ms. Croft. This culminated with *Lara Croft Tomb Raider: Angel of Darkness* (PlayStation 2), a game plagued by bugs, half-baked play mechanics (remember building Lara's strength so she could open a door?), and other glitches normally caught by thorough product testing. For the first and (to date) only *Tomb Raider* on the PlayStation 2, Angel was especially disappointing. It seemed that Lara Croft (and Tomb Raider), who had swung from so many ropes during her adventures, had finally reached the end of her own.

Resurrection?

Now Tomb Raider has a potential new lease on life courtesy of Crystal Dynamics, who took the reins from Core Design. This talented bunch revived Gex with *Enter the Gecko*, brought the Kain vampire saga back from the brink of the grave with *Soul Reaver*, and created one of the most underrated games of 2003, *Whiplash*.

The buzz for the upcoming *Tomb Raider*, *Legend* (for the PlayStation 2 and Xbox) from the Electronic Entertainment Expo this year was positive, too. Moreover, parent company Eidos admitted that it is researching extensive feedback from fans and heeding criticism from the gaming press to improve the title. Can Lara Croft become a gaming force again? So far it appears that Eidos is taking the right approach.



Lara Croft has a brand-new look, courtesy of new developer Crystal Dynamics.



Legend will feature familiar Croft techniques, such as scaling walls.

Fixing Tomb Raider

Here's a glimpse at past Tomb Raider games—that were amiss and could be improved.

#1 Get a New Camera



Ever do one of those jumps in and the camera flew all over the place? Keep the camera steady, coherent, and under control.

#2 Map



Tomb Raider's levels are traditionally huge and filled with so many dangers, traps, and other hazards that it's often impossible to get your bearings. The obvious solution is to provide a built-in map so you can see exactly where you are.

#3 Ease Up, Will Ya?



One of the biggest gripes about Tomb Raider has been the difficulty. All too often, players were faced with instant-death scenarios and trial-and-error situations that often sent them scampering back to a save point or even the start of a level.

#4 Tighten Up the Combat



Better aiming and tighter targeting lock-on would help. In previous Tomb Raiders, Lara (and the camera) would be torn between two targets when she pulled dual pistols. Lara would also benefit from additional hand-to-hand melee moves, such as pistol whipping and other commando tactics.

Cover Girl

Lara Croft and the Tomb Raider series graced the cover of *GamePro* four times.

November 1997



Tomb Raider II:
Starring Lara Croft

January 2000



Lara Croft Tomb Raider:
The Last Revelation

December 1998



Tomb Raider III:
Adventures of Lara Croft

June 2003



Lara Croft Tomb Raider:
Angel of Darkness



Based on a 1989 Big Tobacco/Equal Opportunities cartoon.

"Fair Enough!"

I might be funnier if it wasn't true.



Toe rings.
We could offer toe rings!



Grand Theft Lotto

Debating which version of Grand Theft Auto: San Andreas you should pick up? The answer is more complicated than you might think.

By Vicious Sid



Pimping on the PS2

The PlayStation 2 version of San Andreas looks decent, especially when you consider the PS2's so-so graphics abilities. But it suffers from a somewhat gritty, grainy look. To maximize the visual clarity, play in the slick 16:9 widescreen mode and use S-Video or component RGB video cables. Another visual bummer in the PS2 version is so-called draw-in, which makes details like buildings and trees pop into view as you approach them. In the end, there's no doubt that the PS2 version of San Andreas is the ugly duckling of the group, but unless you're a serious graphics connoisseur, you probably won't mind much.

The biggest perk of the PS2 version, of course, is that it's been out since October 2004. The retail price is still \$49.99, but used copies are widely available for as little as \$30.

You won't find prices like that for the Xbox or PC versions for, well, quite some time. But beyond price, the PS2 players will notice a few other perks, most notably the cozy control scheme that balances functionality and comfort.

Verdict: Third degree

This is fundamentally the same game that you'll find on the Xbox or PC, and it's widely available at affordable prices; if you already have this version, there's no urgent need to reinvest in the prettier Xbox and PC versions, unless you're a stickler for gorgeous graphics or custom soundtracks.

PS2	GRAPHICS	4.0
SOUND	4.5	
CONTROL	4.5	

FUN FACTOR
4.5



If you're on a budget, the PS2 version of San Andreas still offers plenty of thrills, even if the graphics are a bit grainy.



blogcore.com

PC without being P.C.

The PC version of San Andreas definitely has the capacity to be the most visually stunning of the three versions—if you have a cutting-edge video card and tons of RAM. You'll find a wide variety of graphics options on the PC. Upping the screen resolution and anti-aliasing settings will add tremendous visual clarity, while boosting the Draw Distance meter enables you to practically banish distracting draw-in and pop-ups altogether. That's an enormous advantage. Another nice touch is that you can play your favorite MP3s through a custom radio station. And it would be foolish to overlook the future promise of user-created modifications and upgrades (such as Multi Theft Auto, an awesome free multiplayer add-on for GTAII) and Vice City.

There's no question that the PC version of San Andreas has more options and flexi-

bility than any other available version. But San Andreas was designed as a console game, and it's always going to be a console game. So it's no big surprise that the PC controls are, well, demanding: Casual players are likely to be intimidated by the more elaborate control scheme. PC pros are sure to love the game's über-precise mouse aiming, but when it comes to vehicle control, the mouse and keyboard just ain't ideal. Sure, you could always use a USB game pad, but that means you'll have to shell out another \$20.

Verdict: Second degree

In the end, San Andreas for the PC has the most to offer, but considering the steep system specs and the key binding headaches, casual players may find that it's more trouble than it's worth. If you're a PC pro, however, this is definitely the version to get.

Recommended System Specifications

Windows 2000/XP • 2.6 GHz processor • 512 MB RAM
3 GB on HD • Radeon 9200/ATI FX 5600 or higher video card

PC	GRAPHICS	5.0
SOUND	4.5	
CONTROL	4.0	

FUN FACTOR
4.5



Whether you're on the PS2, PC, or Xbox, playing in widescreen mode is definitely advised. Look at those graphical.



XBOX**EXECUTIONER**

Thanks to the Xbox's superior rendering abilities, the graphics here are a big step up from those found in the PS2 version, even if they still aren't nearly as jaw-dropping as those found on the PC. Compared to the PS2 version, you'll also find that the frame rate here is somewhat smoother, though the distracting draw-in effect has seen only a modest improvement.

Load times don't seem to be any faster on the Xbox, and the 16:9 wide-screen display mode doesn't look as crisp and clean as it probably should. These are minor quibbles, but they're worth mentioning.

As in the PC version, Xbox players are able to rip any audio CD onto the console's hard drive and then play those tracks through a custom San Andreas radio station. That's a trick that

the PS2 version can't match. The controls are another key strength: the precise, comfy Xbox Controller S is ideal for this game. You won't have to fumble with an elaborate keyboard-and-mouse system or confusing key-binding systems here, either—just plug in your controller, and you're set. Of course, you won't be able to pop pinpoint-precise headshots in a heartbeat (like you can on the PC), but the simplicity and comfort are worthy tradeoffs.

VENDICO: FIRST DEGREE

The Xbox version is the most balanced version, combining the best qualities of the PC and PS2 games into one well-rounded offering. It features some noticeable visual enhancements over its PS2 predecessor and boasts a friendly control scheme to boot. It's not perfect, and it's still somewhat disappointing that Rockstar apparently didn't bother to add any new weapons or missions. But in the end, Xbox players are bound to be very, very happy.



GRAPHICS
4.5
SOUND
4.5
CONTROL
4.5

Developer: Rockstar North
16:9
Available now

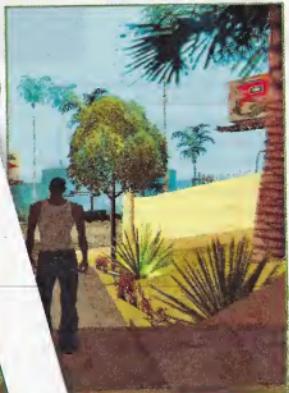
4.5
4.5
4.5

VER. FACTOR
4.5

PC
16:9
Available now
16 players
15GB VM



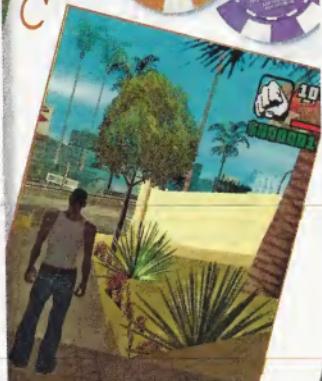
The Xbox version combines the strengths of the PC and PS2 versions into one harmonious, well-rounded package. Unless you're a PC god, this is the Theft to get.

**San Andreas
At a Glance****X**
B

The PlayStation 2 version looks good but is marred by grittiness and some aggressive draw-in. Note that there's no palm tree on the right-hand side of the screen. The designers likely cut it to conserve the meager PS2 resources.

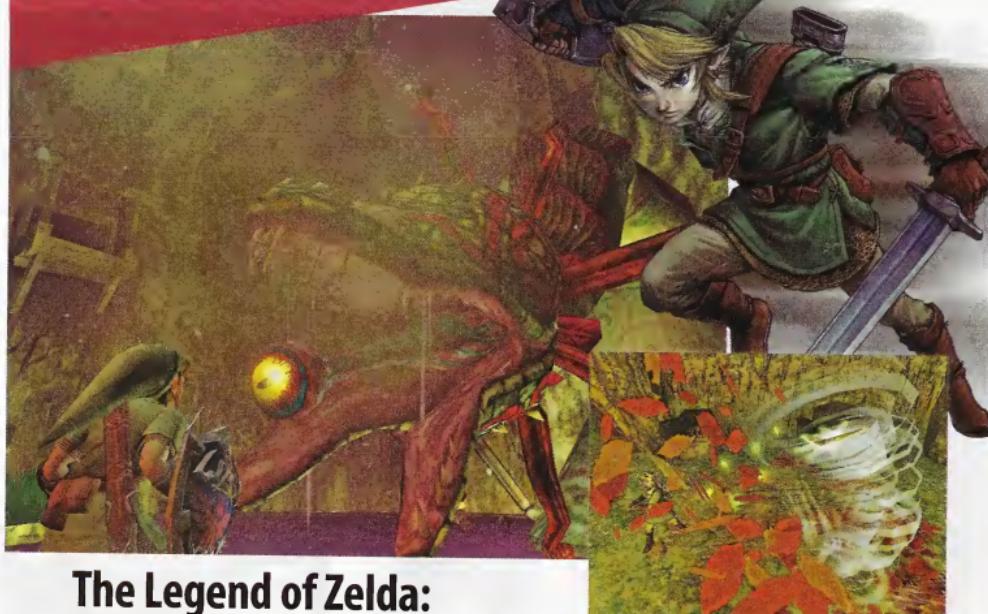
S2

The Xbox version looks sharp and crisp, and is a big step up from the PS2 version. Note the palm trees in the distance: they're more defined and distinct. This one's definitely a looker.

X
O
B

Now we're talking. This image is razor sharp, the textures are clean, and draw-in is practically nonexistent—but there's still plenty of room for improvement. Enabling antialiasing will sheet those visuals through the stratosphere. Commence drooling.

PC



The Legend of Zelda: Twilight Princess

Coming

If we lead all of us down dark and dangerous pathways, and why should it be any different for Link? In *The Legend of Zelda: Twilight Princess*, the land of Hyrule is being gradually overrun by a creeping darkness called the "Twilight," and that means it's time for another legendary hero to step forward.

Poor Princess

As this is possibly Zelda's last hurrah on the 'Cube before joining the Revolution, it's going to leave the system with a bang. The hero, Link, is a teenager, so the graphic style is darker and more realistic, reflecting that he's older and much more mature than the kid who starred in *The Wind Waker*, which featured bright colors and cartoon/anime visual flair. In fact, this tale

is actually taking place a few decades after *Ocarina of Time* and before *The Wind Waker*.

Welcome to the Twilight Zone

The Twilight is an evil magic power, and as it gradually envelops the countryside, evil beings and monsters begin to appear and terrorize the population. Princess Zelda herself will make a guest appearance early in the game to convey a sense of urgency to Link about the disastrous times they are facing.

When a band of goblins riding massive warty-hogs kidnaps one of Link's friends, he's spurred into action. This latest installment is based on *The Wind Waker* game engine, so gamers will find the basic mechanics and inventory system familiar. Link will engage in mounted combat with horseback riding being a major portion of the gameplay. The game features a boomerang, of course, but this one, called the Gale Boomerang, flies with the force of a mini tornado.

Link gives chase by using the Twilight itself. Each area of land that has been consumed by the dark power becomes a sort of portal into a netherworld, which are much like the light and dark worlds in *The Legend of Zelda: A Link to the Past* (for the SNES). Gamers will learn to use the portals to zap Link into the heart of the action in the Twilight world. However, there's a catch: Link cannot exist in human form in the Twilight. Whenever he steps into the dark world, he will transform into a wolf!

The Legend Lives

Even at this early stage, *Twilight Princess* promises to be yet another epic adventure. Maybe the Revolution looms in *The Legend of Zelda*'s future, but for now, all thoughts are again solely focused on the fate of Hyrule.—Brother Buzz

- First Look
- Developer and publisher: Nintendo
- Target release date: November



GAMEPRO.COM
ONLINE
ON THE LEGEND OF ZELDA: TWILIGHT PRINCESS.

INUYASHA™ FEUDAL COMBAT



Unleash
your inner demon!

Special Features

- Special Features
 - Featuring 12 playable characters from the hit TV show!
 - Original battle system! Choose your partner and the best formation to take out your opponent.
 - Use the interactive battlegrounds to gain the advantage!
 - Choose from Mission Mode, Story Mode, and 2 player Versus, Mode.
 - Win battles to improve your team's compatibility ranking!

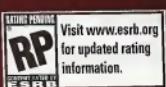


[adult swim]

CARTOON
NETWORK



PLAYING IS BELIEVING.



PlayStation®2

© 2000-2005 Shogakukan, Yonetv Inc.
FBUD DOCUMENT is a trademark of Shogakukan, RANDIM logo is
Bento. All Rights Reserved. "Peyo" and the "P" Pe-
yo logo are trademarks of Bone Company International Inc. The
Logo of the Tokyo 2002 Organizing Committee, CARTOON NETWORK
are trademarks of and © 2005 CARTOON NETWORK.



Ultimate Spider-Man

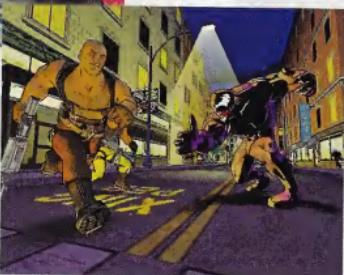
PS2
Xbox

Based on the Marvel Comics series of the same name, Ultimate Spider-Man lets gamers rumble through the busy streets of New York City as both the heroic wall-crawling superhero and his vicious archvillain Venom in a multifaceted plot that weaves the adventures of both characters together. While Spider-Man fights to keep the streets safe and save the city from a host of psychopathic supervillains, Venom must fend off the agents of avaricious Task Industries who want to exploit the powers of the Venom suit for themselves.

Arachnophobia

Although the build we played was still very early, the slick graphical presentation was already impressive with a sharp visual style plucked straight from the comics (and reminiscent of the short-lived MTV2 animated series) and rapid-fire comic panel cinemas that faithfully

re-create the web-slinger's world with beautiful 3D cel-shaded animation. The great play mechanics remain largely unchanged from developer Treyarch's other movie-based Spider-Man games, making web-swinging from building to building an enjoyable and intuitive experience as you explore the depths of the huge city. Both playable characters also sport their own distinct set of moves with Spidey beating up baddies with a flurry of acrobatic attacks and web-swinging his way through the expansive urban terrain. The gargantuan, growling Venom relies on his suit's tentacle attacks and his awesome strength to hurl passing cars into enemies whilst feeding on petrified pedestrians to rejuvenate his vitality (which is just as cool as it sounds).



"We Will Eat Your Brain!"

While only a few missions for each character were playable in this build, Ultimate Spider-Man already showcases battles against a number of famous villains, including Rhino, Electro, and the Green Goblin, with mission objectives varying from straight-up boss battles to hurried races to stop a rampaging villain or catch an escaping lunatic. Ultimate Spider-Man also features a variety of GTA-style mini-games located throughout the city (like defeating street gangs or wild races) with bonuses like comic-book covers and unlockable extras hidden amongst the maze of skyscrapers. Fans of the comic books and Treyarch's previous Spider-Man titles should have plenty of reasons to keep themselves webbed to their consoles when Ultimate Spider-Man swings into stores this September.—Bones



Dead Rising (working title)

A Capcom title with zombies? Before you groan, "not another Resident Evil game," take a closer look at Dead Rising, a different kind of survival/horror epic. In it, you play Frank West, a photojournalist whose next great story lead puts him in a shopping mall surrounded by zombies. If the premise sounds like something straight out of *Dawn of the Dead*, you'd be right. But Dead Rising's gameplay facets make it more than another run-n-gun third-person action outing. For starters, you can use almost every item as a weapon—and that includes such power tools as chainsaws and lawn mowers, not to mention the high-powered firearms in stock at the local gun shop. But chopping up the living dead is only half of Dead Rising's gameplay. In addition to defending yourself, you must also take photographs of the vicious horde as you try to piece together aspects of the great scoop that you set off after in the first place. Dead Rising was a surprise at the Electronic Entertainment Expo, and one of the most arresting aspects of the game was the sheer number of zombies that appear onscreen at once—see the screen shot in the upper-right corner of this page. The dead will rise sometime next year.—Major Mike

■ First Look ■ Developer and publisher: Capcom ■ Target release date: 2006



gpmajormike.com

Check out Major Mike's blog on various zombie movies.

Metal Gear Solid 3: Subsistence

Fans of the Metal Gear franchise who couldn't get enough of the latest adventure, *Snake Eater*, should hopefully find *Subsistence* a decent time killer until the next installment, *MGS4*. *Subsistence* features the full-length *Snake Eater* game in addition to a host of new extras and play modes, including—for the first time—online battles. Team Battles pits groups of players against each other; and *Snake* and *Enemy* is a one-on-one contest in which players stalk one another using stealth and various hi-tech weapons. Some of *Snake Eater*'s modes have also been enhanced for *Subsistence*. *Snake* vs. *Monkey*, for example, has additional stages and bonus rewards, such as *Duel Mode*, where you can replay all the boss battles, and *Demo Theater*, which lets you customize *Snake*'s camouflage face paint and watch new cinema cut-scenes. Other extra features include a third person-view camera that enables you to place the camera almost anywhere you want and full playable original versions of *Metal Gear* and *Metal Gear 2: Solid Snake* (games that initially appeared on the MSX2 in Japan). *Subsistence* is the first game to be developed by the newly formed Kojima Productions, which is headed by *Metal Gear* maestro Hideo Kojima.—Major Mike

■ First Look ■ Developer: Kojima Productions ■ Publisher: Konami ■ Target release date: 2006



Tony Hawk's American Wasteland

Activision must have made a mistake in naming its latest Tony Hawk title—which will launch a third franchise in partnership with the popular skateboarder. Instead of the current American Wasteland name, the publisher surely intended to call the game “American Vast Land” because it’s crafting a skate-and-bike adventure that spans the massive geography of Los Angeles.

Developer Neversoft is employing “streaming” technology to offer on-the-fly loading of new terrain as you approach it, which means you’ll be immersed in seamless gameplay that’s not broken up by levels and loading screens. That enables you to devote your attention to a broad slate of skateboard/BMX tricks—which include such additions as Bert slides, Natas spins, handstand spins, wall flips, board tosses, and even the ability to swing your stick as a weapon—as you traverse the region between East L.A. and Hollywood, and perhaps beyond.

Tony Hawk’s American Wasteland also provides lots of ways to customize your onscreen persona—who, within the game’s story line, has traveled to L.A. to prove his skills to the locals, make a name for himself, and help create a skate park. Stores, barbershops, and tattoo parlors are scattered around the city, where you can spend the cash you earn from completing mission objectives.

The game will also feature online gameplay for the PlayStation 2, Xbox 360, and Xbox, including a two-player cooperative offering within Classic Mode that enables the tandem pursuit of Pro Skater-style tasks in familiar areas.—Manny LaMancha

■ First Look ■ Developer: Neversoft
■ Publisher: Activision ■ Target release date: Fall 2005



Tom Clancy's Ghost Recon 2: Summit Strike

With the release of the Summit Strike expansion, players of Tom Clancy’s Ghost Recon 2 on the Xbox will surely get a better understanding of why their PlayStation 2 counterparts cheer for the SOCOM: U.S. Navy SEALS series. The new content it provides should keep fans happy, layering on new single-player and multiplayer action—and it does it for a decent price (\$30), too.

The squad-based action title will offer 11 new missions that Ubisoft promises will be open ended with multiple paths that can be taken to complete the objectives, so there will be plenty of opportunities for strategic variation with each subsequent playthrough. Indeed, our tryout had various goals all thrown up on the map simultaneously, and only when that cluster was completed were the next group of objectives revealed. Elaborately changing weather effects will give it an even more realistic feel.

Meanwhile, on the multiplayer side, 24 new maps have been developed, providing combat in various environments—in cities and open terrain alike. You’ll be able to direct the squad yourself or team up for cooperative action, and new multiplayer modes will add to the game’s replayability.

Summit Strike will also feature 15 weapons that you can employ in the completion of your tasks. You can take out a group of charging enemy soldiers with a machine gun, dispatch bigger vehicles with a rocket launcher or hand-thrown grenade, or set up a demolition charge to clear an obstacle from the map. There’s a lot here to keep armchair Ghosts busy until the next GR title hits the market.

—Manny LaMancha

■ Hands-On ■ Developer: Red Storm Entertainment
■ Publisher: Ubisoft ■ Target release date: August



COMPATIBLE WITH

XBOX

PS2

PSP

PS2 SLIM

GAMECUBE

GAMEBOY SP

NINTENDO DS

IPOD

IPOD MINI

LAPTOPS

gamer graffix™

GET SKINNED!

DON'T
GET CAUGHT
NAKED!

SO ORIGINAL, WE HAVE A PATENT PENDING.

WWW.GAMERGRAFFIX.COM

XBOX™ is a registered trademark of Microsoft Corporation. PlayStation® 2 and PSP™ are registered trademarks of Sony Computer Entertainment Inc. Gamecube™, Game Boy SP™, and Nintendo DS™ are registered trademarks of Nintendo of America, Inc. iPod is a registered trademark of Apple Computer, Inc. All Rights Reserved. All other trademarks and registered trademarks are the property of their respective owners.

©2005 GEEK CHIC, INC. GEEK CHIC, GEEK CHIC LOGO, and all related marks are trademarks of GEEK CHIC, INC. All Rights Reserved. Patent Pending.



Mortal Kombat: Shaolin Monks

PS2
Xbox
GameCube

In keeping with Midway's plan to release one game each year based on the Mortal Kombat franchise is Shaolin Monks, a 3D action/fighting game. Mortal fans are probably leery of another MK spinoff as Mythologies: Sub-Zero and Special Forces were abysmally received; however, Monks is looking quite promising, especially with the amount of moves and techniques at your disposal, not to mention clever homages to past MK fighting titles (such as Goro's Lair and the Pit II). Playing as Liu Kang or Kung Lao (or both simultaneously), movement is full 3D, but a trusty lock-on feature lets you single out enemies, keeping the combat coherent and exciting. The sheer number of moves and combos per character is also a plus, and each has several Fatality and other finishing moves that develop as the game progresses. Backgrounds can also be



advantageous. You can impale enemies on spikes, set them afire, and even send them screaming into an acid bath. Puzzles are "violence-based" in that they're usually solved by disposing of an enemy in a nasty way—whether throwing them into the blades of a whirling fan or through a brick wall. Being an MK title, there's no shortage of blood and gore. It isn't saying much, but Shaolin Monks could easily be the best MK action game in the series.

—Major Mike

■ First Look ■ Developer: Midway Los Angeles
■ Publisher: Midway ■ Target release date: September



Gun

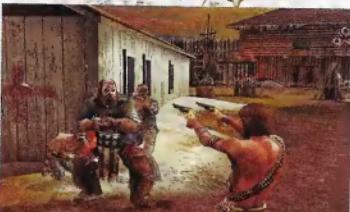
PS2
Xbox 360
Xbox
GameCube

The free-roaming "sandbox" approach to game design seems to have hit almost every action setting, and now it arrives at the Old West with Gun, a game that promises to go beyond anything featured in Red Dead Revolver and Dead Man's Hand. You play as Colten White, who's out to avenge the death of his father. The plot may sound like standard fare, but the open-range game design allows for seemingly endless possibilities with missions that include robbing banks and trains, protecting bridges from Indians, stopping lynch mobs, and defending (ahem) "whore wagons." The West depicted here is hardly a welcoming place as everyone is armed; most of the activities consist of searching for whores, alcohol, or drugs; and gambling is a common vice. Game-

play facets are plentiful, too, as Colten can ride horses, use bystanders as human shields, and is versed in a wide variety of weapons, including dual pistols, rifles, shotguns, dynamite, and knives for up-close-and-personal executions. You can also switch to first-person mode on the fly, and the game also utilizes the slow-motion, Bullet Time effect from Max Payne. Find out how the West was won this fall.

—Major Mike

■ First Look ■ Developer: Kewsoft
■ Publisher: Kewsoft
■ Target release date: Fall 2005



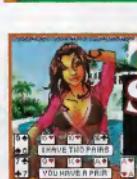
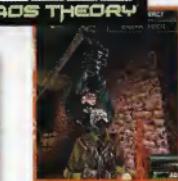
Get OFF the phone. Get in the GAME!

Remember when cell-phone games were crude versions of Asteroids or a snake made up of chunky blocks crawling across the screen? Cell-phone gaming has come a long way lately in terms of quality, choices, and fun! Not only are the games now in vibrant full color, but there's also a ton of 3D games with action that leaps off the screen. Just because you're on the road and away from your home game system or PC, doesn't mean you can't have top-quality gaming fun available at any time.

Gameloft presents a wide assortment of fast-action, entertaining games for your cell phone that will satisfy your gaming jones, whether it's a quick fix waiting for the bus or a longer fix while stuck in a layover at the airport.

Choose from home-console megahits like Prince of Persia: Warrior Within™, Tom Clancy's Ghost Recon®: Jungle Storm™, and Tom Clancy's Splinter Cell: Chaos Theory™ to exclusive titles like Derek Jeter Pro Baseball 2005™, Block Breaker Deluxe™, and New York Nights: Success in the City™. Card sharks will ante up to Platinum Solitaire™ and Sexy Poker 2004™, and you can easily rack 'em up all night with Midnight Pool™. Arcade fans needing a rush can't get any higher than the fast action of Asphalt Urban GT™.

So toss aside any preconceived notions about cell-phone gaming and see for yourself all the phone fun you've been missing. Log on to www.gameloft.com and see how easy it is to turn your cell phone into a rippin' portable gaming system today!



gameloft

www.gameloft.com

© 2005 Gameloft. All Rights Reserved. Gameloft logo and Asphalt, Asphalt GT, New York Nights, Asphalt in the City, Block Breaker Deluxe, Midnight Pool and Platinum Solitaire are trademarks of Gameloft in the US and/or other countries. Audi - Audi logo, emblems and body designs are trademarks and/or intellectual property rights of Audi AG and are used under license by Gameloft. Ford Motor - Ford Motor and Ford emblems are registered trademarks and/or intellectual property rights of Ford Motor Company. General Motors - GM and GM logo are trademarks and/or intellectual property rights of General Motors Corporation and are used under license by Gameloft. Lamborghini and Murciélagos - Lamborghini and Murciélagos PR 100 and Gallardo are used under license from Automobili Lamborghini S.p.A. Local and international laws prohibit the use of Lamborghini and Murciélagos body designs as trademarks and/or intellectual property of Gameloft. Louis Vuitton - Louis Vuitton logo and body designs are trademarks and/or intellectual property of Louis Vuitton S.A. and are used under license by Gameloft. Nissan - Official Nissan Product, Nissan, Nissan 350Z, Nissan Shinyo GT-R and associated symbols, emblems and designs are trademarks of Nissan Motor Co., Ltd. and are used under license by Gameloft. Silverstone - Silverstone logo and body designs are trademarks and/or intellectual property rights of Silverstone Components Ltd. and are used under license by Gameloft. TWR - TWR logo and body designs are registered trademarks and/or intellectual property of TWR Engineering Limited and are used under license to Gameloft. Ubisoft - Ubisoft logo and body designs are trademarks and/or intellectual property rights of Ubisoft Entertainment in the US and/or other countries. The Sullen, from Ghost Recon and Jungle Storm are trademarks of Ubisoft Entertainment. Prince of Persia and Prince of Persia: Warrior Within are trademarks of Jordan Mechner used under license by Gameloft.

EQUIPPED WITH ADVANCED WEAPONRY,
SOPHISTICATED RADAR AND COLLEGE PROFESSORS.



When you join the U.S. Navy, you don't postpone your college education - you accelerate it. Because the U.S. Navy is outfitted with everything you need to earn your college degree while you serve. Take real college courses with real college professors, right on board your ship. To learn more, go to navy.com or call 1-800-USA-NAVY.

NAVY
accelerate your life

© 2005. Paid for by the U.S. Navy. All rights reserved.

Beat Down: Fists of Vengeance



With Final Fight: Streetwise, The Warriors, and Urban Reign in development, beat-em-ups appear to be making a comeback. Beat Down, though, varies from the standard brawler in several key ways. Sure, fighting is still the focus, but most brawls are one-on-one, and you're given the choice of robbing defeated opponents, recruiting them to your gang, or beating them to the ground. Beat Down also features a decent degree of customization as you can control the look of your character from clothes to hair to jewelry. You can even stop by the hospital and get a face lift. Aesthetics were the high point of the playable Beat Down build, though; other aspects didn't fare as well. Clumsy, zigzagging camera angles marred the visuals, and the fighting system needed some tweaking, especially the A.I. of tougher foes. Can Beat Down be a contender in the bare-knuckle arena?—Major Mike

■ Hands-On ■ Developer and publisher: Capcom
■ Target release date: August



Build up your war chest
by alleviating the enemy of cash.



24: The Game

The television show 24 gained notoriety for its real-time narratives in which a complete season takes place over an entire day, or 24 hours. The interactive adaptation, 24: The Game, hopes to be just as engaging as the story takes place between the show's second and third season. You start the game as Jack Bauer, a member of the Los Angeles Counter Terrorist Unit, but also play as two other characters later on. In keeping with the show's spirit, the game will be loaded with diverse action—shooting, driving, puzzle solving—and retain the frequent multi-panel presentation that displays several events simultaneously. Don't expect a simple license cash in with this one, though; The Game's scenario is written by the TV show's scribes, and several of the actors (including lead Kiefer Sutherland) will lend their voices and likeness to their interactive incarnations.—Major Mike

■ First Look ■ Developer: SCEI ■ Publisher: 2K Games ■ Target release date: Fall 2005



IT'S NOT WHO'S THE
STRONGEST
BUT WHO'S THE
SMARTEST

go to navy.com



STRIKE & RETRIEVE
NTE
NAVY TRAINING EXERCISE

IT'S MORE THAN JUST A GAME.

NAVY
accepting applications

© 2005. Paid for by the U.S. Navy. All rights reserved.



Darkwatch: Curse of the West

Darkwatch takes the first-person shooter genre in a stylish and appealing new direction.

PS2
Xbox



With all its science-fiction entries, the first-person-shooter genre seems on the verge of becoming bloated and predictable once again. Along comes Darkwatch: Curse of the West to shake things up with an edgy flair.

Good. Bad. I'm the Guy with the Gun.

You're Jericho Cross, outlaw and fledgling vampire. After unwittingly loosing an undead scourge, you're inducted into the Darkwatch, an unsavory group that protects humanity from evil. You'll fight your slide into darkness, embrace your thirst for blood, or waver between the two extremes as you sample the powers of good and evil.

Those powers can change your entire strategy. Act righteous, and you'll boost your projectile damage with the "silver bullet" power. Enslave innocent souls, and you'll gain "blood frenzy," improving melee damage. You'll need to make the most of these powers as your weapon choices are limited and you can carry only two of them at a time.

Happy Trails

Darkwatch mixes its Western roots with gothic horror and steampunk aesthetics, and the results are uniquely engaging: The snazzy, stylish

graphics are crisp and moody, and the modernized Ennio Morricone feel of the music works wonders amid enemy screams. Though the environments you'll encounter are predictable—you can't have a Western without a train, graveyard, and ghost town—the execution of them is anything but. The level designs carefully accentuate the fun of exploration, a sense of danger and surprise, and the need for protective cover. Multiplayer levels are similarly well done, though only the Xbox allows for more than two players, and oddly, only the PlayStation 2 version supports cooperative multiplayer.

There aren't enough different enemies populating the levels, though. The Rifleman, Reaper, and Gunslinger look a lot alike, and the stronger enemies are just transparent, ghostly versions of their weaker counterparts. They could've been smarter, too, as they mostly either charge you or stand still, sending hot lead your way while you return the favor. They're still fun to put holes in, though, especially with the rag-doll physics, but a few more varieties and a bit more upstairs could've helped offset the single-player campaign's brevity.

An Undead Life Half-Lived

As enjoyable as Darkwatch is despite its flaws, it's a shame some of the cooler concepts weren't fleshed out, so to speak. There's all of a single



PROTIP: Mounted artillery guns are usually there for a reason: Use them to stem the tide of evil fitfully.

level that uses the Coyote steam engine vehicle, and only a couple more force you to avoid the sun's weakening effects. If these ideas had been explored further, lengthening the game in the process, Darkwatch could've rivaled the best of the genre. As it is, Darkwatch is just darn good fun while it lasts. —Ouroboros

KEY MOMENT: Tossing a stick of dynamite between a couple of TNT barrels and watching the undead scum fly from the ensuing explosion

PS2	GRAPHICS	4.0	FUN FACTOR	4.0
X	SOUND	3.5		
X	CONTROL	4.0		
X	GRAPHICS	4.5		
X	SOUND	3.5		
X	CONTROL	4.0		

Developer: High Moon Studios ■ Publisher: Capcom
■ \$49.99 ■ Available August ■ Shooting ■ 2 players (PS2);
4 players, 16 online (Xbox) ■ ESRB: M

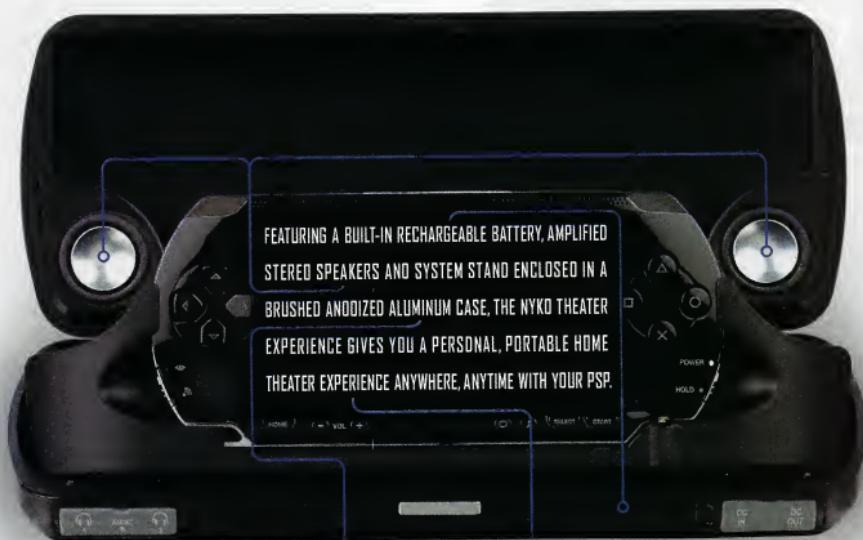
AND NOW... YOUR FEATURE PRESENTATION.

"CLEARLY... THE LEXUS OF PSP™ CASES"

— Pocket Games, Spring 2005

**"TWO OF THE TOP FIVE MUST-HAVE
ACCESSORIES FOR THE PSP™"**

— Gamespy.com



THEATER EXPERIENCE™ for PSP

ALUMINUM CASE WITH BUILT-IN
SPEAKERS, RECHARGEABLE BATTERY
AND STAND FOR PSP. ADDS UP TO
7 HOURS OF EXTRA PLAY TIME.



CHARGER CASE™ for PSP

ALUMINUM CHARGER CASE
WITH BUILT-IN RECHARGEABLE
BATTERY FOR PSP. ADDS UP TO
7 HOURS OF EXTRA PLAY TIME.

NYKO®
www.NYKO.com

NYKO® and Theater Experience™ are trademarks of NYKO Technologies, Inc. All registered trademarks, trademarks, trade names and logos are the property of their respective owners.

©2005 NYKO Technologies, Inc. All rights reserved. PSP is a trademark of Sony Computer Entertainment Inc.

The dead live! Here's how to get started on your quest in the vampire western, *Darkwatch*, courtesy of BradyGames!



MISSION 1 WALKTHROUGH

The Wrong Train: Midnight Rendezvous with Destiny

Initial Objective: Tonight's robbery is going to make you a rich man. Fight your way to the treasure car and blow open the safe.

This level introduces you to Jericho Cross. The first half of the level is a tutorial to familiarize you with the controls and your environment. As the game's opening cut-scene ends, you find yourself on the eve of your biggest train heist. You begin the level in one of the train's cargo cars.



Walk forward to the door at the end of the car. To the left of the door are two revolvers. Normally, you need only to touch a weapon to pick it up. But you have full ammo for your revolver, so ignore them for now.



When you walk to the door, you can see that it's locked. Use your melee attack to break the lock and open the door.

The next car holds several cannons that are being shipped to the Darkwatch stronghold. The barrels of the cannon are at head height, meaning you need to duck under them to proceed. Move under the two cannons here and then run through the door into the next car.



The third car holds more artillery bound for the train's final destination. In this case, turret barrels block your way. Jump over the barrels to bypass them. Ignore the dead bodies on the ground and head through the door to the next car. This car is empty except for a half-eaten horse, which neighs eerily as you walk past it. To the right of the door, just past the stable car, are two more revolvers.



In the next car, you get your first taste of action. It's a giant refrigerator car with frozen carcasses hanging from the ceiling. At the opposite end of the car is a Reaper feasting on the body of a Darkwatch

Regulator. Don't rush into the car, or the Reaper will get up and charge you. Set your aim and start shooting at it from afar. Once you hit it, it runs up to attack. You need to hit the Reaper several times to kill it; if it gets close, use your melee attacks to finish it off.



There's a Health Kit lying next to the dead Regulator's body. Pick it up to replenish any health you lost while fighting the Reaper. Go to the next car. Inside, you see two Reapers hacking apart a Darkwatch Regulator, so start firing as soon as you enter. This way, you have a chance to kill at least one before they reach you. You won't be able to survive concentrated attacks from both of them. If they get too close, use your melee attacks to finish them off.



Once both Reapers have been killed, a dying Regulator walks through the door from the next car. Just before he collapses to the ground, he gives you his weapon: a Redeemer. This particular gun is quite an upgrade from the pistol that you have been using up to this point.



New Weapon: Redeemer

This souped-up pistol is stronger than your revolver and has an additional firing mode. Holding down the trigger fans the gun's hammer and sprays out a rapid succession of bullets. When you do this, the weapon starts to kick upward, so be sure to correct your aim. In addition to its rapid-fire ability, the Redeemer also does far more damage when used as a melee weapon.



There's a Health Kit lying on the bench to the left of the dead Regulator. Use it if necessary and proceed through the door. Once you enter the car, a Reaper leaps out and rushes toward you from the far-left corner of the car. Fan the Redeemer to empty a spray of bullets into its body and quickly reload your weapon.

As soon as the first one falls, a second Reaper comes through the wall at you and is immediately followed by a third that drops into the car from a hole in the ceiling.



After this attack, two more drop down from the ceiling and another breaks through the wall. Fan the

Buy the Official Guide
at bradygames.com



Darkwatch

Redeemer again to fire a hail of bullets into the Reapers. Don't forget that it's easiest to use your melee attack if they get too close. Proceed through the door at the end of this car to enter the treasure car.



When you arrive in the treasure car, a cut-scene reveals that you've broken into the wrong train. It turns out there's no gold inside. As you light the fuse to blow open the safe, a mysterious gunlinger named Cassidy Sharp puts a gun to your head and tells you to back slowly away from the explosive, but it's too late. The dynamite tears open the safe and frees the captive inside, a vampire lord named Lazarus Malkoth.

Lazarus erupts from the safe in an explosion of energy, which ripples across the landscape, raising undead creatures from graveyards across the plains. Returning to the scene of the treasure train, you see Lazarus leap onto Cassidy. As you move to defend her, Lazarus attacks you.

When the cut-scene ends, you discover that Lazarus has infected you with the curse of the vampire and fled the train through a hole in the roof. You've got to set things right and kill Lazarus—not only to end the curse, but also to atone for your terrible misdeed.



The second part of the level now begins. A cut-scene shows a reaper drop into your car, and it's killed by a single shot to the head from Cassidy's gun.

Headshots Count

This cut-scene is a clue. Always aim for the head. If you fire at an enemy's body, it takes several shots to kill them. In most cases, shooting an enemy in the head scores an instant kill. Only the toughest enemies, such as Oozers, Vipers, and Lazarus himself, won't die from a headshot.



Cassidy starts by running up the debris and onto the roof of the car. Follow her up, where she's fighting two Reapers. Kill them and follow her along the train. Up ahead, you see Lazarus, who you can't beat at this time.

Being a Vampire

As a vampire, you've gained a host of new abilities. Immediately, you notice that you now have a Blood Shield. Henceforth, all attacks deplete this shield before they reduce your health. Your Blood Shield regenerates over time, so if it goes down, back away from the fight and give it some time to recharge before rejoining a battle.



Lazarus begins far off in the distance. Several Reapers begin crawling up from the sides of the train to attack you. The Reapers initially take a swipe or two at Cassidy, but almost always turn toward you. Kill them swiftly to stop their attacks and pick up any Blood Clouds left behind when they die. Once you kill all the Reapers, Lazarus rushes forward to attack.



You can provoke Lazarus into attacking early by running up to him and shooting. Doing so forces him to begin teleporting toward you. Any Reapers between you and him

die instantly during his approach, so use this to your advantage. Keep in mind that any Reapers you run past will remain alive to attack you from behind.

Blood Clouds

As a vampire, Blood Clouds can now be used to regenerate health. Blood Clouds are left behind when an undead enemy falls. Walking over them, one draws it in and restores a portion of your health.

You don't need to worry about Cassidy during this boss fight. She can hold her own, but don't count on her to win the fight for you. The Reapers and Lazarus always attack you instead of her.



After you damage Lazarus, he teleports back to the end of the train and summons more Reapers to attack you. Take down the Reapers again and start shooting at Lazarus. He resumes his attack and teleports away once more when you further reduce his health. The process repeats itself until Lazarus' health bar is reduced to just short of zero.

Soon after Lazarus is dealt with, another cut-scene plays to show Jericho and Cassidy escaping from the train and the wrath of Lazarus.

MISSION 2

Ride Like the Devil "Vampire Horse for a Vampire Outlaw"

Initial Objective: Nice going, outlaw. Your soul is slipping away, and Hell's own horsemen nip at your heels. Your only hope is to ride with Cassidy to the Darkwatch outpost.



This level begins on horseback as you and Cassidy ride away from the train wreck, trying to flee from Lazarus and his Undead Ryders.



Two Undead Ryders come up behind you, one on the right and one on the left. Cassidy tries to shoot at them, but it should be faster for you to kill them both. Turn around and begin firing. Don't worry about steering your horse—the game moves you along automatically, so you just have to shoot.

Ride 'em, Cowboy

In this level, your horse gallops along without any need for you to prompt it. Use the left analog stick to control Jericho: speed up, slow down, and move your horse side to side.

Kill the two Ryders quickly, then point Jericho ahead and to the left. Two more Ryders erupt from the ground on the left side.

Moving in the Saddle



You can drop down alongside of your horse to use it as cover against fire by pressing Left or Right on the directional pad. Shots fired at you will hit your horse, sparing you the damage.

After these two Ryders, two more erupt slightly ahead of you and from the right side. Kill them and also prepare yourself for Lazarus.

CONTINUED ▶





Lazarus swoops in from behind, so start shooting as soon as he appears. When he gets close, he hovers in the air and unleashes a spread of fireballs, if any fireball hits you, it causes major damage. You can avoid the fireballs by moving from side to side, but it's easier to shoot them down. Shoot at the middle fireball heading in your direction, and the others should sail past you.



After this first attack, Lazarus flies over you and shoots lightning at the ground as he flies past. These lightning attacks cannot be shot down, so you have to dodge them. If you get hit, don't worry—they don't do enough damage to get past your Blood Shield.



When Lazarus gets to the other side, he repeats his spread fireball attack. Keep shooting him at all times, aside from dodging his lightning or repelling his fireball attacks. Once again, after his spread attack, he shoots lightning and flies behind you, repeating the pattern.



When you reduce Lazarus's health to half, he steps up the attack by

adding a huge bouncing ball of flame to his sequence of attacks. The bouncing fireball detonates when it nears you, dealing high damage. Shoot it down if you can't avoid it entirely.

Lazarus continues to fly back and forth, alternating his attacks between the bouncing fireball and the spread of fireballs. Sometimes, he performs both attacks before flying by with his lightning run. Dodge or shoot the fireballs, and move away from the lightning attack when you can.

Continue firing at Lazarus whenever the opportunity presents itself. He gives up the chase when you reduce his health to zero, at which point you and Cassidy can ride on unhindered.

MISSION 3

Boneyard "No Rest For the Wicked"

Initial Objective: A cemetery isn't the place to be when the dead walk the earth. Fight your way through the graveyard to reach the secret Darkwatch passage on the other side.

Blood Vision



One of the vampire powers you now have as a result of your condition is Blood Vision. Activate it by pressing Down on the right analog stick. Your view zooms in slightly, and your vision turns blood red. Interactive elements, such as enemies, weapons, and doors, glow in Blood Vision. This makes it easier to identify and target objects.



When the level begins, you are on the top of a hill looking down on an abandoned church. This

is the crypt to the secret Darkwatch passage. Use your Blood Vision to spot the Carbine lying on the ground in front of you. Pick it up.

New Weapon: Carbine

The Carbine packs a stronger punch and has better range than the Redeemer. Unfortunately, it has no secondary mode of fire. For accurate and easy headshots, go into your Blood Vision mode for an easy-to-see outline of an enemy. Aside from its long-range capability, the Carbine provides powerful close-quarter protection. The drawback to the Carbine is its clip—it's smaller—and its reload time is significantly longer than that of the Redeemer.



Head down the hill toward the gate. Two Reapers leap out from behind the gate to attack you. After killing them, keep moving forward. On the ground in front of the gate is a pack of Dynamite. Grab it and break down the gate with a melee attack.

Two more Reapers erupt from the ground to attack, and two more appear ahead of you. After you destroy them, two additional Reapers erupt on your left side.

Once all of your enemies have been put to rest, a cut-scene introduces a new enemy to the fray: Gunslingers. Gunslingers are tougher than Reapers and attack from range with their Reedeemers. A headshot kills them as do several shots from a Carbine or Redeemer. After killing the two Gunslingers, move up to where they first appeared. There's a Crossbow on the ground here. Drop your Redeemer and pick it up.



New Weapon: Crossbow

The Crossbow is a highly specialized but very powerful weapon. It has a small clip and a relatively weak melee attack, so don't use it in close combat. It fires a bolt that adheres to the target and explodes, dealing considerable damage. It also has a rapid rate of fire, so you can pump multiple bolts into a target for one huge explosion. However, because the bolts are projectiles, the Crossbow's attack is not instantaneous, so enemies can dodge out of the way.

Two more Gunslingers appear to your right. Kill them with the Carbine as it is wise to conserve your Crossbow ammo.



When these two Gunslingers fall, move toward the church. Three Reapers now erupt from the ground and rush you. Shoot them with your Carbine, or use its melee attack if they get close. As soon as you inch closer to the church, two Gunslingers appear in front of you and two more appear to your right.



A new kind of enemy appears to your far right: a Rifleman. Riflemen attack with Sniper Rifles, doing a good deal of damage from afar. Because the Rifleman is hiding in a corner, switch to your Crossbow and fire three to four bolts in the Rifleman's direction. Even if you don't hit him directly, the bolts should lodge near him and explode, killing him outright.

Closer to the church, two more Gunslingers appear along with a second Rifleman located on the roof over the door into the church. Go into Blood Vision mode for a more accurate shot and fire off two or

three bolts toward the Rifleman. If you need more Crossbow ammo, grab the extra Crossbow lying on the ground behind you.



Now, switch to the Carbine and kill the remaining Gunslingers. After you do so, four Reapers appear from the ground (near where the Gunslingers were) and rush you. After killing them, a cut-scene shows Cassidy trying in vain to open the door.

After the cut-scene, you turn around to face a new wave of enemies. From up ahead, four Reapers rush at you, while two Gunslingers appear from the right. Now, four more Reapers jump down from the cliff to your right to attack. After you take care of all of these enemies, a cut-scene introduces you to a Mark of Evil.

Marks of Evil



These small structures are twisted pillars of evil that rise up from the ground and continually spawn enemies. You must destroy them to stop the constant flow of enemies that they produce. When a Mark appears, a white bar shows up at the top of your screen. This is the amount of damage that the Mark of Evil can take. When you reduce the Mark's health to zero, it's destroyed in a great explosion that takes all enemies in the area with it.



Switch to your Crossbow and line up a clear shot at the Mark of Evil that has appeared to your right. It starts spawning forth Reapers and Gunslingers. Ignore these enemies, concentrate on the Mark, and rapidly fire bolts into it. The bolts soon explode and destroy the Mark of Evil, killing all of its spawned undead.

When the first Mark goes down, a second Mark of Evil appears on the cliff behind you. It sends forth a wave of Reapers and Gunslingers. Whirl around and pump it full of bolts. When it's destroyed, this portion of the level is cleared and the door into the crypt opens.



Head inside. Cassidy can't enter, but she'll meet you on the other side.

Mission Objective: Fight through the crypt.



When the next portion of the level loads, head in and pick up the Shotgun on the ground to the right. Drop your Crossbow as the close-quarters environment make this weapon a little less than ideal.

New Weapon: Shotgun

The Shotgun is one of the most powerful close-range weapons in the game. A point-blank shot tears weaker enemies like Reapers and Gunslingers apart. However, the shot scatters at long range, making this weapon ineffective when fired at distant targets. Its melee attack is also good against close-quarter enemies. Always make sure that you have a reliable long-range weapon, such as the Carbine or Sniper Rifle, in reserve if you use the Shotgun.

Head down the stairs. After a slight pause, the door opens and two Reapers jump out to attack you. Use the Shotgun to dispatch them quickly.



Enter through the door and go right. A Reaper bursts out of the pillar on your left and attacks. Kill it and walk down the stairs. Two more Reapers clamber up the stairs at you. Kill them, head down the stairs, and then pick up the Shotgun on the floor for more ammo.

The stairs curve to the left and empty into a room with a wooden floor and a wall of cage bars opposite you. Head into the middle of the room and quickly backtrack up the stairs again.



Two Reapers jump out from coffins against the right walls, while a Gun-slinger appears behind the bars. Shoot the Reapers up close with your Shotgun, then switch to your Carbine to shoot the Gunslinger.



Just as you finish off the Gunslinger, the wooden floor explodes and a Reaper leaps out from it. Kill it and drop down in the hole in the floor.

Two Reapers come running at you from the end of the hallway. Kill them and move cautiously forward. Hurt two sticks of Dynamite down to the end of the corridor and move up, but be sure to stay away from the potential Dynamite blast. At the end of the hallway on the left is a set of stairs and two Gunslingers. Your Dynamite blast should kill them. If not, kill them and proceed up the stairs.



You now come to a circular room with an open ceiling and a ledge running along the inside wall. Ignore the Redeemer in the middle of the room on the altar and use your Vampire Jump (double jump) to vault up onto the ledge. The rest is up to you...



PROTIP: Weaponization gr-ally improves your destructive potential. For starters, wrap your fists in good old Detroit steel and give your enemies a taste of twisted metal.

PROTIP: If you need to get away in a hurry? Hulk's charged jump ability can put some distance between you and your pursuers.

PROTIP: Every bit of damage you cause earns you Smash Points, which allow you to purchase new attacks—so destroy everything in sight!

PROTIP: Some armored enemies can't be damaged by your standard assaults. Charge up your attacks whenever possible to get your point through their thick metal heads.

The Incredible Hulk: Ultimate Destruction

The title couldn't be any more appropriate: If breaking stuff quells the demon that rages within, you'll like this game.



It isn't easy being a comic-book hero. First you must contend with whatever mutation the universe inflicted upon you, and then you have to worry some publisher is going to pump out bargain-bin fodder featuring your visage. It's enough to make you hang up your ripped denim shorts.

Suddenly It's Easy Being Green

Sometimes they get it right, though, or close enough. The essentials are emphasized here in *The Incredible Hulk: Ultimate Destruction*. The 30-plus story missions each involve destroying, retrieving, or protecting. Not innovative, but they move the plot forward and set up the playground—beat the tar out of your enemies, and break everything else in the process.

There are more than 40 side missions if you want something more unique, such as running vehicles up the side of a skyscraper, but

the same controls that allow the Hulk to feel bulky yet responsive in the main story line make him feel sluggish and unwieldy in many of these side quests. Though a high score is recorded for each, one time through is enough.

Hulk Smash Pretty Much Everything

Ultimate Destruction is accurate: Everything is breakable or a potential weapon. One hundred and fifty moves can be purchased, some of which allow you to "weaponize" objects. Grab a car, break it in half, and sheath your fist in metal, or pound a city bus into a shield. Even your enemies can be used as projectiles. The multitudinous possibilities mean that no scenario in Hulk ever plays the same way twice.

Graphically and aurally, Hulk is solid though shy of spectacular. The detailed titular behemoth is rendered and animated beautifully, but the areas through which he bounds can feel a little nondescript, even when peppered with debris and explosions. There are only two free-roaming environments—the city and the desert badlands—and neither quite reaches critical mass with its detail, so the satisfaction of reducing each to rubble is dampened a bit.

While the dialogue and voice acting are surprisingly lively, the music sufficiently rousing, and the ambient sound effects convincing enough, one wonders why the Hulk himself isn't more vocally expressive. There's a grunt

here and there, but there's no sense of exertion when he hammer-throws a tank half a mile down the street, nor nary a "hulk smash!" to be heard. As fun as it is, it's this lack of spirit that keeps Hulk from true greatness.

Collateral Damage

Hulk isn't quite the stellar action vehicle it could've been, but it's got more than enough solid fun to justify a purchase. If cathartic obliteration is up your alley, you'll find plenty to enjoy in *Ultimate Destruction*.—Ouroboros

KEY MOMENT: Hammer-throwing a tank into a 300-foot-tall mech

PS2	GRAPHICS	3.5
SOUND	3.0	
CONTROL	3.5	

■ Developers: Radical Entertainment ■ Publisher: Vivendi Universal Games
■ \$49.99 ■ Available August ■ Action ■ 1 player ■ ESRB: T
■ Also on the Xbox and GameCube

4.0

Winner, Best RPG of E3

— Game Critics Award, GameSpot, IGN, GameSpy,
Xbox Evolved, Console Gold, Daily Game, Games Domain

"One look at Oblivion will shatter your
conceptions about what is possible in a
video game."

— GameInformer

"The biggest title for the Xbox
360, and the one I'm most
looking forward to."

— GamePro Magazine

"Oblivion is, at this time, the best-looking
game I have ever seen in my life."

Xbox.com

"To call the graphics 'amazing' is
an extraordinary understatement."

— GameSpy

The Elder Scrolls IV OBLIVION

The RPG for the Next Generation



Rating Pending
RP
Courtesy rated by
ESRB
[Visit www.esrb.org
for updated rating
information.](http://www.esrb.org)

PC
SOFTWARE

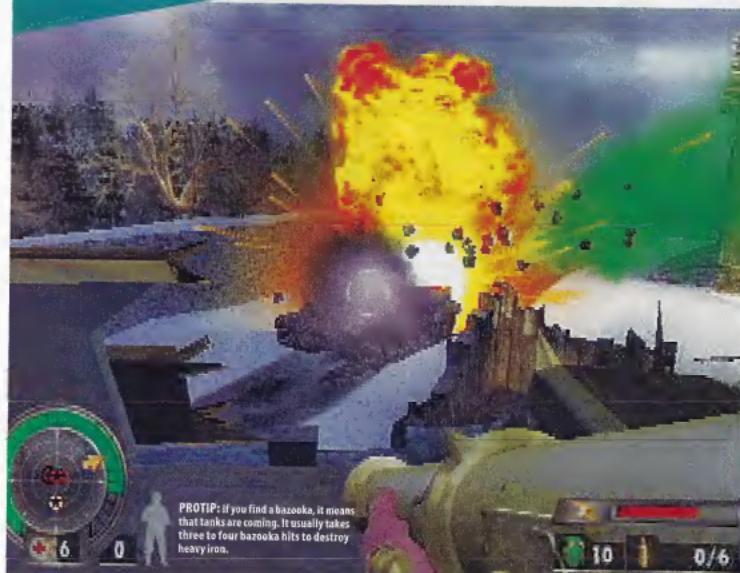
XBOX 360

BETHESDA
GAME STUDIOS

Bethesda
SOFTWORKS
a ZeniMax Media company

2K
GAMES

The Elder Scrolls IV: Oblivion™ © 2006 Bethesda Game Studios LLC, a ZeniMax Media company. The Elder Scrolls, Oblivion, Oblivion character and place names, Bethesda Game Studios, Bethesda Softworks, ZeniMax and their related logos are registered trademarks or trademarks of ZeniMax Media Inc., 2K Games and/or 2K Games logo are registered trademarks or trademarks of Take-Two Interactive Software Inc. Microsoft and the Xbox 360 logo are registered trademarks or trademarks of Microsoft Corporation in the U.S. and/or in other countries. All Rights Reserved.



PROTIP: If you find a bazooka, it means that tanks are coming. It usually takes three to four bazooka hits to destroy heavy iron.



PROTIP: Learn to shoot from behind cover. Press **□** to crouch, then hold **R1** to aim and use the right analog stick. Press left to lean around objects, and press forward while against a wall to rise up and shoot over it.



PROTIP: Grab German weapons like this cool Sig 44 automatic rifle when you can. They are accurate, and they have a high magazine capacity.

brobuzz.com

Bro Buzz makes an assault on Europe...

Medal of Honor: European Assault



Medal of Honor launches European Assault to fight its way back to console respectability.



With European Assault, Medal of Honor has transformed into a take-no-prisoners FPS series that chews you up and spits you out. It's the MOH you always wanted to play, but it comes at a cost, too.

Special Forces

This time, you play a new Medal of Honor recruit named Lt. William Holt, who's representing the Red, White, and Blue as a special agent for the O.S.S. (Office of Strategic Services). Holt's 11 missions (over four campaign areas) are based on actual World War II battles, including a British commando assault on V2 rocket labs in France, a guerrilla war with the Desert Rats in the Tunisian desert, the Soviet army charge into Stalingrad, and the Battle of the Bulge.

Every mission level is wide open with a 360-degree field of play. You can experiment with different battle plans or change tactics on the fly without being constricted to a linear path

as in the earlier games. Improved enemy A.I. has a lot to do with the effectiveness of the game. German machine gunners and marksmen intelligently zero in on your position, and they maneuver into position to take better shots. When you get too close, they charge at you for melee combat.

Deadly Precision

Consequently, you have to go slow in European Assault. The game rewards snipers, not berserkers. As learning to use the terrain for cover is essential, shoot and duck is the tactic of choice. You often find yourself scurrying from one vantage point to the next just to find one open shot.

There are no save points, and health power-ups and revive's are at a premium. If you die, sorry Charlie, you go back to the beginning of the mission.

This challenge to survive spells certain doom for the three new squad mates you now command. You can direct them to specific locations during battle, where they try to shoot anything in sight, but the A.I. here is just not very smart. Cannon fodder is what they're good for, but sometimes that helps you, too.

Moving Targets

Of course, with the good comes some bad, too. Most notably, the character graphics of friends and foes alike occasionally "wade" into the scene (called polygonal clipping). They cut right through solid objects like walls, trees, etc. You



PROTIP: Boss characters, such as Folker Kappelhoff from the Road to Reichfort mission in the Battle of the Bulge, are fairly easy to beat from a distance. But the closer you get, the nastier they get.

might be crouching behind a stone wall only to have a German trooper run right through the wall in front of you. Also, they might just run right through you, too! The character visuals overall have been noticeably sharpened up, but these little graphic glitches serve to diminish the overall effectiveness of an otherwise top-notch MOH presentation.

Medal of Honor: European Assault isn't perfect, but it draws you into battle. It's a proven combat veteran, and now it fights like one, too. —*The Man in Black*

KEY MOMENT: You're peering down your sight to nail a pesky machine gunner, when all of a sudden your dumbo squad mate sticks his butt right in your face.

PS2	GRAPHICS	3.5
SOUND	5.0	EDITOR CHOICE
CONTROL	4.0	4.5

■ Developer: EA LA ■ Publisher: EA Games ■ \$39.99
 ■ Available now ■ First-person shooter ■ 4 players
 ■ ESRB: T ■ Also on the Xbox and GameCube



TIGHT BUDGET?

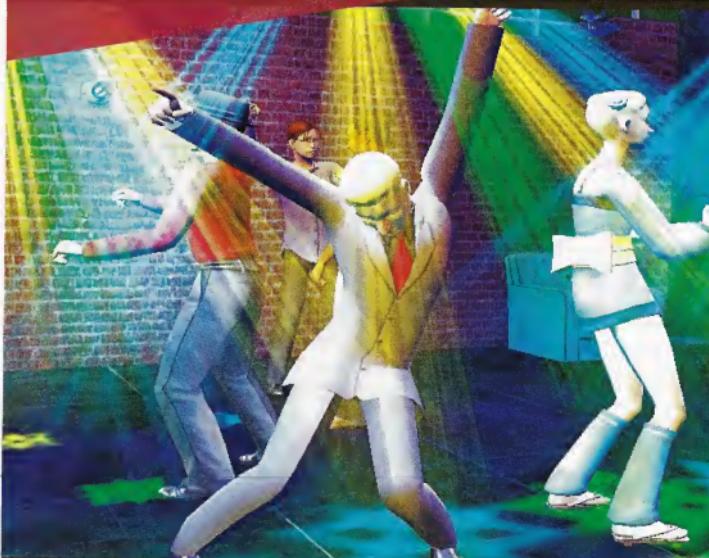
Sometimes used means USED. But preplayed games are good as new—guaranteed at Game Crazy. Why pay for shrink wrap? Get more bang for your buck!

Hit gamecrazy.com for a store near you.

► LARGEST SELECTION OF NEW, USED AND CLASSIC GAMES AND CONSOLES

► TRY BEFORE YOU BUY ONLY GAME CRAZY LETS YOU PLAY BEFORE YOU PAY

► BEST DEAL ON TRADES IT'S A GUARANTEE



The Sims 2: Nightlife

Paris Hiltons of the world rejoice! The Sims are about to get seriously hot in The Sims 2: Nightlife, the latest expansion to the best-selling franchise.

It's All About the Bling

Hedonism reigns in Nightlife: There's more bling, more music, and a lot more flirting. The principle of plastic now offers rewards because in Nightlife, your Sims have a new life aspiration: pleasure. In order to gauge your pursuit of never-ending fun, Nightlife introduces a newly expanded attraction system to monitor your Sims' chemistry. A host of new interactions, from syrupy slow dances to long, searing gazes and sweeping *Genre with the Wind* kisses, will help you woo your love. If nothing else works,

sweep them off their feet with a variety of dating opportunities in the new hip section of downtown, which will feature snooty French Bistros, meat locker clubs, too-hip bars, and the safe lay-up for the playas without much game: a bowling alley. Much like the party scoring system introduced in the original Sims' Expansion House Party, dating will now be scored postmortem, and your Sim will bask in success or wallow in failure.

We Are Slimming in a Material World

Love may not cost a thing, but dating can definitely break the bank. In Nightlife, your Sims will be able to purchase their own cars for the first time. Practically, owning a car will help you get to your job faster by avoiding carpools. But



your new, shallower Sims know that those mad hot wheels will help convince the honeys to come in for a nightcap to cure your raging Saturday night fever. Once you lure your prey into your pad, woo him or her by showing off over 125 new swank objects from DJ gear to a poker table to a karaoke machine. If things are going well, you and your smoking-hot love muffin will snuggle up in your own photo booth for some kinky Kodaktion.

You'll even be able to woo new, hotter-than-ever NPCs from waitresses and DJs to regular old clubgoers. And if you're a loser in love, the mysterious Gypsy might just provide you with some Love Potion No. 9. Get ready to spike your hair, loosen those buttons, and douse that cologne this September when The Sims 2: Nightlife hits the streets.—Bobo Fatt



■ First Look ■ Developer: Maxis ■ Publisher: EA Games ■ Target release date: September

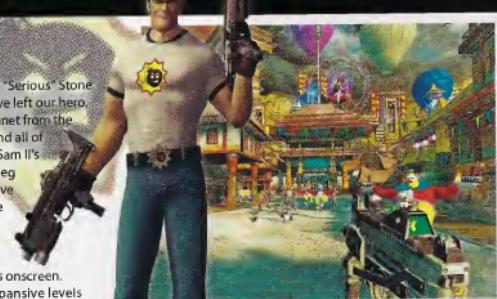
Serious Sam II

Three years after *Serious Sam: The Second Encounter*, Sam "Serious" Stone is back in his long-awaited full-blown sequel. When last we left our hero, Sam was rocketing toward Sirius, looking to free the planet from the clutches of the tyrannical warlord Mental. This journey, and all of its twists and turns, will provide the backbone for *Serious Sam II's* campaign. Notorious for frenetic action with a relentless blitkrieg of enemy assaults, the original Sam pitted players against massive multitudes of assailants. *Sam II*, based on a new graphics engine that's touted to be 100 times more powerful than the original, will continue in that tradition: The developers promise to blast

past any previous record for simultaneous enemies onscreen.

Sam II will span 40 expansive levels across seven distinct environments. In his quest for alien extinction, Sam will traverse sticky jungles, cross frozen wastelands, infiltrate futuristic cities, and spelunk spewing volcanoes. Over 45 newly designed bad guys will assault Sam in his quest to take down Mental, each molded in the uproarious over-the-top *Serious Sam* signature style. The highlight of *Sam II*, however, is likely to be its new vehicular and mount-based combat, and we'll have more info about this soon. Hop on top of those freaky alien beasts and deal out some molten death, *Serious Sam* style, this fall. —Bobo Fatt

■ First Look ■ Developer: Croteam
■ Publisher: 2X Games ■ Target release date: Fall 2005



Prey

Prey is a new first-person shooter with a twist—it's based upon ancient Cherokee mythology. Our hero, Tommy, is stuck on a moisture farm—I mean, a Cherokee reservation—and dreams of greater adventures. Soon, the alien abduction of his tribe awakens his latent spiritual powers, and Tommy must embrace his birth-right to save his girlfriend and, eventually, the entire planet from certain alien doom. The developers are boasting about the game's rich story line, one that was developed using Joseph Campbell's "The Hero's Journey," the same archetypal text that inspired the structure of the original *Star Wars*.

Built upon a tricked-out version of the hyper-detailed *Doom 3* engine, *Prey* promises to provide unique gameplay set aboard the living alien mothership, which can sense and react to Tommy's actions. So-called Portal technology will be integrated into both the movement of the aliens and the puzzle design, so enemies will be able to appear out of thin air. As Tommy's powers develop during his emotionally trying quest, new abilities will become available, such as spirit walking, wall walking, and deathwalking. Tommy will also find his "Yoda," a spiritual sidekick in the form of a hawk, who will assist with combat and help decipher the alien language found in the living mothership. The developers promise that the multiplayer support will take full advantage of *Prey's* unique elements, offering skirmishes that stand apart from the game's less spiritual competitors. The journey begins in 2006. —Bobo Fatt



■ First Look
■ Developer: Human Head Studios
■ Publisher: 2X Games
■ Target release date: 2006



PROTIP: Spec Ops have the most accurate automatic of any class, as well as the added bonus of high mobility. They're one of the easiest and most effective combat classes to play.

Battlefield 2

Combine Desert Combat with Return to Castle Wolfenstein, and you get a gratifying if not quite groundbreaking experience.



The Desert Combat mod for Battlefield 1942 is a double-edged sword for Battlefield 2: On one hand, its high quality and detailed rejuvenation and broadened the appeal for the franchise; on the other, it took away

some of the thunder from Battlefield 2's modern warfare setting. While Battlefield 2 definitely shines as the most impressive entry in the influential series, the lack of game-play advancement may give it a shorter lifespan than that of the original.

From Snipers to Spec Ops

Considering how high-tech weaponry has utterly changed the dynamics of conventional warfare, Digital Illusions did an admirable job of balancing the second installment. Learning from the balancing failures of Battlefield: Vietnam (the M60, anyone?), the developer has provided a pleasant array of class kits for Battlefield 2. But the kits could still use a good bit of tweaking: Spec Ops, in particular, are almost overpowering with their ultra-accurate automatic rifles. Most of

the unlockable weapons veer more toward novelty than brutality, but several, such as the extremely precise G36, are quite potent. As in previous games in the series, vehicles play a large role in combat. Jets and helicopters are old news for Desert Combat veterans, but in a nice touch, the mouse-driven vehicle controls have been significantly improved.

Leet shot Has Voted To Kick...

Battlefield 2 enables for more organization than that in previous installments, primarily through its upgraded character classes. The Commander issues orders to squad leaders, uses the UAV to uncover enemy-troop movement, and orders artillery strikes to soften enemy positions. Squad Leaders serve as mobile



PROTIP: If a nearby bridge is blown out, don't fret—it will respawn in time, and you can still cross it by foot.

Automatic Arsenals

Out of the nine automatic rifles, which delivers the deadliest precision?

Class: Antitank

MPS (U.S.)—It's most effective at short ranges in automatic mode.

PP-19 (MEC)—Similar to the MPS, it loses to higher-powered rifles in medium/long range. Accuracy: 6/10

T-85 (China)—Contrary to what the BFHQ says, it doesn't have a semiautomatic mode. Accuracy: 5/10

Verdict: The MPS may be slightly more accurate, but it's pretty much tied with the MEC's PP-19. The unlockable weapon is not a rifle but rather a semiautomatic shotgun (which is the best shotgun available).



Class: Assault/Medic

M16A2 (U.S.)—It packs the biggest punch of any automatic and is superior for short- to medium-range targets.

Accuracy: 8/10

AK-101 (MEC)—It's less accurate than the M16A2 but still a force to be reckoned with. Accuracy: 7/10

AK-47 (China)—It has a bit more dispersion than the AK-101, but it's almost as effective. Accuracy: 7/10

G3 (Unlockable)—It has dinky 20-round clips but deals out devastating damage. The G3 is ideal at short- to medium-range targets. Accuracy: 7/10

Verdict: While the G3 has the best damage, the M16A2 is the top performer overall with its higher accuracy and 30-round clips.



Class: Spec Ops

M4 (U.S.)—The M4 features the best balance between damage and accuracy of any standard class weapon. It's effective as a long-range weapon on semiautomatic mode, too. Accuracy: 9/10

AK-74U (MEC)—It's a bit less accurate than the M4 but can still take out enemies at medium to long range. Accuracy: 8/10

QBZ-97 (China)—This offers the least amount of damage, but it's the most accurate. It also has very minimal recoil. Accuracy: 10/10

G36C (Unlockable)—It combines good damage with sniper rifle-like accuracy—it's almost too good. Unless, of course, you're the one behind the sights. Accuracy: 10/10

Verdict: The G36C reigns as the automatic to rule them all.





PROTIP: Until the flag goes down to neutral, enemies will keep sprouting like weeds. Take them down as soon as they spawn.



PROTIP: Medics can take out their health bag and heal themselves while sprinting.

spawn points and give orders to squad members, who in turn focus on specific objectives.

It sounds fine in theory, but in the thick of battle, few actually take advantage of the class hierarchy. Disobeying a Squad Leader has no consequence, so most of the time you use them just as another spawn point. Cooperation also becomes a challenge—you constantly see votes for mutiny against Commanders and fellow team members. Effective Commanders, however, can really help set the pace of your battles. The constant radar updates and deadly artillery strikes introduce a higher level of strategy and realism than ever before.



PROTIP: Tanks are devastating infantry killers but get reduced to rubble quickly in confined places. Stay out in the open fields, and you'll quickly rack up easy kills.

Same War, Different Skin

When you unzip the Half-Life 2-level graphics and shake off the effects of the head-throbbing shellshock, you start to realize that Battlefield 2 is more of a refinement than a leap worthy of the word "sequel." Logic suggests that bomb blasts from an F35 would level a rickety desert shack, but that's not the case in Battlefield 2. The battlefields, though eye-poppingly beautiful, are fairly stagnant facades that feature no destructible environments (aside from some strategically positioned bridges). And still, Conquest mode is essentially the only mode available to players. With its obvious cues to Return to Castle Wolfenstein (paramedics that can revive fallen troops, ammo and medical bags, heavy artillery support), it would have been nice to see objectives that go beyond simply capturing enemy flags. The fact that the game's environments lack diversity doesn't help matters much. Compared to Battlefield 1942's varied scenery (from desert deathtraps to back alleys to island fortresses), the Chinese front is repetitive and just not very compelling. Don't expect too many improvements in Battlefield 2's single-player game, either; the bot intelligence has been improved, but it's still disappointing overall.

High-powered explosions call for a high-powered rig, and unfortunately, Battlefield 2 demands the biggest and best PC hardware in existence. In other words, if you're still limping along on a GeForce 4200 Ti, don't bother. While the quality of the sound is satisfying on a 5.1 system, more sound-effect variety would be nice (say, more discernible sounds of encroaching troops) and make for a richer experience.

Even after you factor in the steep hardware requirements and the modest gameplay enhancements, Battlefield 2 is nevertheless the best at what it does. The added goodies, such as medals, ranks, and unlockable weapons, will surely convince Battlefield junkies to indulge in just one...more...game.—Funky zealot

KEY MOMENT: Setting down C4 explosives as an enemy Jeep speeds toward your position...then obliterating it in a firestorm of smoke and shrapnel

Recommended System Specifications

■ Windows 2000/XP ■ 3.4 GHz processor ■ 1 GB RAM
■ 5 GB on HD ■ GeForce 5900/ Radeon 9800 or higher video card

PC	GRAPHICS	5.0	EW FICION
	SOUND	4.0	4.0
	CONTROL	4.5	

■ Developer: Digital Illusions ■ Publisher: EA Games ■ \$49.99
■ Available now ■ Action ■ 1 player; 64 online ■ ESRB: T

FULL SAIL
Real World Education

Game Design & Development
Bachelor of Science
Degree Program



Associate of Science &
Bachelor of Science
Degree Programs

school of

- Computer Animation
- Digital Media
- Entertainment Business
- Film
- Game Design & Development
- Recording Arts
- Show Production & Touring

800.226.7625
fullsail.com

3300 University Boulevard
Winter Park, FL 32792

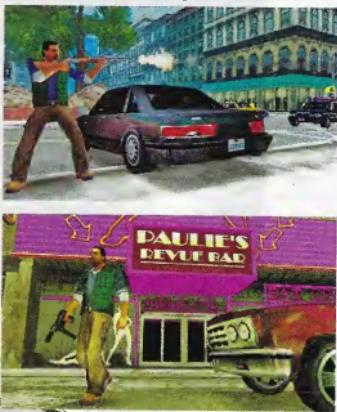
Financial aid available to those who qualify
Job placement assistance
Accredited College, ACCSC

© 2004 Full Sail. All rights reserved. The name "Full Sail," "Full Sail Real World Education," and the Full Sail logo are either registered service marks or service marks of Full Sail, Inc.

Grand Theft Auto: Liberty City Stories

Grand Theft Auto is one of the most popular gaming series available as shown by the monster sales of III, Vice City, and San Andreas. The first Grand Theft Auto PSP title, Liberty City Stories, will go back to the beginning and follow the adventures of Toni Caprani in the titular location three years before Grand Theft Auto III. As a foot soldier for the mob, Toni's missions consist of the usual Grand Theft objectives that fall along the lines of rubbing out competing gangs while strengthening his power base. The entire Liberty City has been reproduced from GTA III—Shoreside Vale, Portland, and Staunton Island—albeit with a few cosmetic changes. However familiar as the geography may be, the game is rife with new and innovative play mechanics, such as a brand-new targeting and aiming system that even surpasses the one featured in the latest GTA, San Andreas. Additional features will include a hefty selection of classic rock music (no word on who the artists may be), over 100 hours of gameplay, and a ton of side missions and diversions—including taxi service, hidden packages, and more. Whittling a mammoth game like Grand Theft Auto down to a handheld system is no easy feat, but Liberty City Stories looks as if it can deliver the goods that fans of the series crave. —Major Mike

■ First Look ■ Developer: Rockstar Leeds
■ Publisher: Rockstar Games
■ Target release date: Fall 2005




Viewtiful Joe VFX Battle

Viewtiful Joe already proved he can handle his own on the console systems, and now the series is looking to entertain gamers with the same degree of intensity on the PSP. Viewtiful Joe gained notoriety for its innovative cel-shaded visuals and clever action sequences, where manipulating (by slowing down and speeding up) time was the key to defeating enemies and solving puzzles. It was also one of the few titles to go against the grain of 3D and feature a 2D side-scrolling engine. Dubbed VFX Battle, this Viewtiful Joe adventure makes our hero audition for the lead role of the latest Captain Blue film. However, competition is tight—something realized in the new "versus" mode, where two players can go head-to-head via wireless connectivity or join forces for co-op play. The roster of playable characters has been beefed up, too, as familiar icons Joe and Silvia are joined by rookies Sprocket (her icy cold stares intimidate enemies) and Junior (Captain Blue's sidekick)—characters introduced in the Viewtiful Joe Japanese animated TV series. Viewtiful Joe also has an adventure for the DS in the works, and that title will also be available this winter. —Major Mike

■ First Look ■ Developer and publisher: Capcom ■ Target release date: Winter 2005



IF YOU'RE GOING TO SIT IN YOUR BASEMENT
PRETENDING TO BE AN ELF,

YOU SHOULD AT LEAST HAVE SOME FRIENDS OVER TO HELP.



GET TOGETHER. ROLL SOME DICE. HAVE FUN.





PROTIP: Throw blocks up into a midair stack, line them up, and then reach liftoff—it's a fast way to get rid of a lot at once.

Meteos

If you didn't get your fill of brightly colored falling blocks with Lumines, here comes another puzzle game that plays like Lumines on speed. Meteos is brilliantly, additively simple: use the stylus to pick up and move colored blocks vertically; line up at least three in a row to fuse the blocks, which ignites a rocket and propels the entire stack into the atmosphere. The game's soundtrack is fast and perhaps a little too heavy on the sound effects, but it adds to the breathless pace.

The best aspect of the game might be the way that satisfying play experiences come in bite-sized pieces. Playing through the story mode takes just 15 minutes and leaves you with a sense of accomplishment...as well as some unlocked items and blocks (the "meteos") that will deepen your game the next time you play. Versus matches of up to four players are insanely competitive. Meteos is a bit tough at first, but once you get the hang of it, it's hard to put it down. That's a good thing.

—GameGirl

KEY MOMENT: Just when you think it's all over...one killer combination wipes the screen clean. Rock!

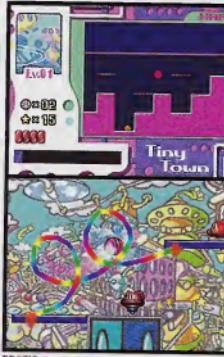


PROTIP: In versus mode, work from the bottom up in order to slam the most blocks on your opponent.

DS GRAPHICS 4.0
SOUND 4.0
CONTROL 3.5

■ Developer: Q Entertainment ■ Publisher: Nintendo
■ \$29.99 ■ Available now ■ Puzzle ■ 4 players ■ ESRB: E

FUN FACTOR **4.0**



PROTIP: Draw a circle with the stylus to enable Kirby to float and avoid oncoming enemies.

Kirby: Canvas Curse DS

There's a common consensus among gamers that the first-party DS titles feature ingenious gameplay but are crippled by short game length. Canvas Curse attempts to solve this shortcoming by giving gamers a solid, enjoyable, stylus-based platformer.

In the game, an evil witch has turned Dream Land into a two-dimensional picture world and morphed Kirby into a little, pink puffball. The gameplay revolves around a magic paintbrush, which you use to draw rainbow paths that manipulate Kirby through traditional platformer courses. You also use the stylus to stun enemies, trigger switches, and draw barriers to protect Kirby from harm. Of course, Kirby still has his traditional ability to acquire special powers from fallen foes by dashing into them.

Canvas Curse is kinetically challenging and undeniably captivating. The courses are peppered with obstacles, pits, traps, and foes, guaranteeing that you'll be poking and drawing like a mad man. The K-Man has come through once again. —Rice Burner

KEY MOMENT: Finally defeating Paint Roller after dying five times in a row!



DS GRAPHICS 4.0
SOUND 3.5
CONTROL 4.5

■ Developer: HAL Laboratories ■ Publisher: Nintendo
■ \$34.99 ■ Available now ■ Adventure ■ 1 player ■ ESRB: E

FUN FACTOR **4.0**

GoldenEye:Rogue Agent

Nintendo set the bar for DS first-person shooters pretty high with the über-cool Metroid Prime Hunters. But that's almost irrelevant when you consider that GoldenEye: Rogue Agent sucks no matter what game you compare it to.

Rogue Agent is a drastically scaled-down version of the lackluster console FPS game and features the same stylus FPS control system as that in Metroid Prime Hunters. The DS stylus displays the HUD, controls your aiming, and enables you to select weapons and abilities. Meanwhile, the traditional buttons and the directional pad are used to move and fire. Rogue Agent also makes use of the DS's Wi-Fi multiplayer function. Up to eight players can link up using a single cartridge for limited play, and four players can link up for full play. Unfortunately, you won't really want to share this experience with your friends.

Rogue Agent is riddled with design compromises and repetitive gameplay. The frame rate is barely adequate. And as for the fancy control scheme mentioned earlier, it proves to be unwieldy and sluggish. If you're looking for a DS shooter, give GoldenEye the brown eye and wait for Metroid Prime Hunters in October. —Rice Burner

PROTIP: Melee attacks stun your opponent; you can then press Select to use the victim as a human shield.



KEY MOMENT: When enemy bullets magically penetrate unopened doors to hit you. Weak!

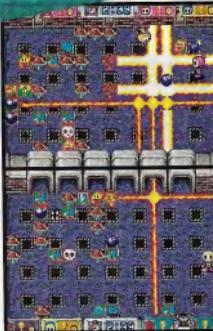


PROTIP: Hold two guns whenever you can to maximize your firepower.

DS GRAPHICS 2.5
SOUND 3.0
CONTROL 2.5

■ Developer: EA Tiburon ■ Publisher: EA Games
■ \$39.99 ■ Available now ■ Shooting ■ 1 player ■ ESRB: T

FUN FACTOR **1.5**



PROTIP: Destroy unwanted power-ups so your opponents can't use them.

Bomberman DS



Bomberman's attraction has always been its 2D simplicity, multiplayer party-game reputation, and addictive replay value. From a top-down view, you and several friends compete head-to-head by collecting power-ups, dropping bombs, and trying to blow each other to pieces and be the last Bomberman standing. While the limitations of console multiplayer games have been an impediment in the past (such as the lack of a multitap), those obstacles are easily overcome with Bomberman DS and its built-in wireless capabilities. Another benefit of the DS is the two screens that allow up to eight people to play, and only one player needs the actual game for all to join in. Multiplayer is where Bomberman has always delivered, and the DS version is probably the most engaging yet; the single-player game doesn't fare as well, though, and seemingly innovative gimmicks, such as voice-activated bomb dropping and detonating, are duds.—Major Mike

KEY MOMENT: Trapping an opponent in the corner with bombs and watching them sweat it out as the fuse slowly burns down



PROTIP: In the single-player game, keep bombs away from the exit port; if a blast radius hits it, tough enemies will emerge and chase you down.



GRAPHICS
SOUND
CONTROL

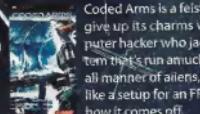
FUN FACTOR

4.0

■ Developer: Hudson Soft ■ Publisher: Ubisoft
■ \$29.99 ■ Available now ■ Action ■ 8 players ■ ESRB: E



Coded Arms



Coded Arms is a feisty first-person shooter that doesn't give up its charms without a fight. You play as a computer hacker who jacks into a virtual reality defense system that's run amuck. Inside the VR world, you encounter all manner of aliens, bugs, and 'bots; and if that sounds like a setup for an FPS combat game...well, that's exactly how it comes off.

There's a lot about Coded Arms to like, including cool creature graphics and respectable small-arm firepower. The stumbling starts with the controls that just barely handle the action. Because the PSP has one joystick, some basic movement—forward, back, strafing, looking up or down—has to be mapped to the buttons, which are just too imprecise to keep up with the action.

If you can't live without an FPS on the road, Coded Arms fills the bill. And for four-player gameplay where everyone is equally control-hobbled, it's not bad at all. Coded. Arms is a decent fight that has one arm tied behind its back.—The Man in Black

KEY MOMENT: An unseen flying menace is zapping you from above, while you're frantically pressing stick and buttons to find it.



PROTIP: Cheat: weapons wily. The assault rifle, for instance, is a good all-around weapon, but you have to shoot and run to defeat large foes.



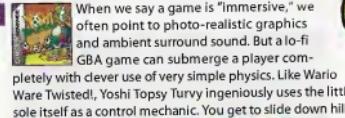
GRAPHICS
SOUND
CONTROL

FUN FACTOR

3.0

■ Developer: Konami Digital Entertainment ■ Publisher: Konami
■ \$39.99 ■ Available now ■ First-person shooter ■ 4 players ■ ESRB: T

Yoshi Topsy Turvy



When we say a game is "immersive," we often point to photo-realistic graphics and ambient surround sound. But a lo-fi GBA game can submerge a player completely with clever use of very simple physics. Like Wario Ware Twisted!, Yoshi Topsy Turvy ingeniously uses the little console itself as a control mechanic. You get to slide down hills, float in air



PROTIP: The waves are tricky—try tilting and holding the console so that you glide across smoothly rather than up and down.



GAME BOY
ADVANCE

GRAPHICS
SOUND
CONTROL

FUN FACTOR

4.0

■ Developer: Artisan ■ Publisher: Nintendo ■ \$29.99
■ Available now ■ Platform ■ 1 player ■ ESRB: E



PROTIP: Jumping on most enemies will kill them, but tougher ones will take creativity. Use what's around you.

KEY MOMENT: Walking up walls! Who knew that a chubby little reptile could be so agile?



PROTIP: The practice field is the best way to learn to use Vision and Precision passing; pick one play and work the ball to all receivers.

Madden NFL 06

Madden NFL 06 made its passing game more complex, but in this case "harder" turns out to be "better."



MADDEN '06

When you're the only player in the game, all you have to compete with is yourself. So even though Electronic Arts locked up the NFL license for video games this season and beyond, the Madden football franchise isn't just standing on the sidelines. Developer EA Tiburon opened up the hood of its game engine to significantly modify gameplay and even career mode.



PROTIP: If you're serious about gameplanning a particular team's defense, play against them in practice. Then, for example, you can call up all their blitz packages, study giveaway moves by defenders, and practice running audibles against them.

Watch Your Passes

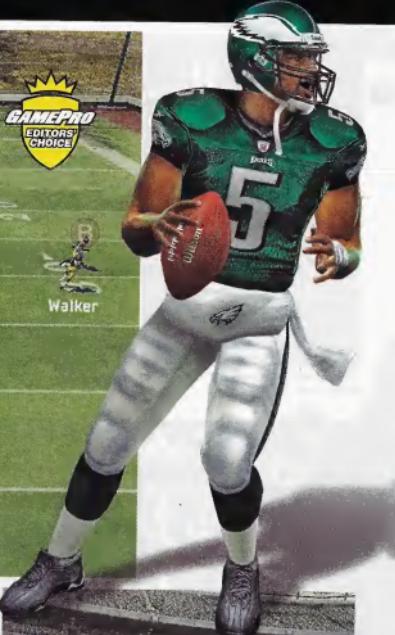
Much has already been reported about the new Vision and Precision passing system, but let it be known right now that it works like a charm. The "vision" part means you have to use your eyes to actually see an open receiver. Then you use the right joystick to swing a virtual vision "cone" across the field onto him before pressing the correct icon button to make a pass. If he's not open, then like a real quarterback, you have to swing the stick through your reads to find another open receiver.

The "precision" part means you can now throw the football where only your receiver can catch it. If you hit the directional buttons as you pass, you can toss it above his head, at his shoelaces, behind him, or ahead of him.

But now you have to work hard during every pass play. Whether you're using the Xbox, the PS2, or the GameCube, you're using every button and stick on your controller, and that means practice, practice, practice.

On Your Game

Vision and Precision controls can radically change the way you approach Madden football. Of course, you can keep V&P locked onto your primary receiver all the time, but when he's covered, you



PROTIP: Using the Truck stick versus any one-on-one tackle can punch out an extra yard or two at the end of a run, but be sure to press that right stick before any defender touches you, or your Truck remains in park.



PROTIP: If you're passing within 10 yards of the first down marker, pulling the right stick back ensures that your designated Hot Route receiver will make his move beyond the marker.



PROTIP: Use the Truck stick by pressing the right stick forward in the open field whenever there's a mismatch—such as a tightend or a pass-catching fullback being tackled by a defensive back.

have to learn to see someone else. Those extra milliseconds of decision-making can mean the difference between making a play and being crushed like an aluminum can by the pass rush. You have to be just a little more conscious of the defense, particularly of pass coverages and blitzes, and you have to focus on pass patterns a little more carefully. Madden NFL 06 just upped your video-game football workout.

Size matters, too, and in this respect not all quarterbacks are rated equally. For example, Michael Vick's (Falcons) vision cone is modest compared to Brett Favre's (Packers) and Tim Rattay's (49ers) is a sliver compared to everybody else's. You can still make your blind passes in a pinch, and you might complete some, but more often than not they are going to fall short or sail like wounded duck.



PROTIP: If you're passing deep to a receiver striding along the sideline, increase the odds of making a reception by placing the pass away from the defender. Just hit Right or Left as you press the pass button opposite the position of the DB.



PROTIP: Remember, sometimes you don't need to place the vision cone on a receiver to complete a short pass. This works best for swing passes to running backs.

In Your Face

Of course, the defense isn't going to just lie down for you. One of the coolest new features on the defensive side of the ball is Man Lock. At the play call screen, a simple button press enables you to make your defenders in man-to-man coverage stick to the receivers they are covering even if they go in motion. That can thwart the mismatch that motion attempts to create. If you're in a zone defense, Man Lock makes your defender move with the motion man, while the rest of the defense shifts the zone to compensate for the new alignment.

Additionally you can adjust individual pass defense at the line of scrimmage. You can make linebackers help double-team any receiver or make defensive backs shade their coverage to the inside or the outside of a pass route to get better position on the ball. These new moves paired with the existing coverage audibles and defensive Playmaker moves make Madden 06's pass defense more formidable than that of any other football game.

In Your Dreams

For 06, not all of the action and the drama takes place on the field, either. NFL Superstar enables you to create a player from his DNA up and then guide his career through the NFL. You select an agent, who helps you get a contract and build up your popularity. In fact, you have the opportunity to shoot movies and do interviews, and how well you perform in these affects your superstar status. Don't worry, it's not all about non-football activity—you still have to excel during regular games, and you get graded in weekly team practices, too. NFL Superstar is an entertaining addition to Madden's usual Franchise mode of business managing.

For Your Football Pleasure

Madden NFL 06 would be a great upgrade even if weren't the only NFL-licensed football game around. Kudos to EA Sports for not being afraid to juice the complexity factor of an already complex game. Rookies will have to pay their dues, but veterans get treated to a brand-new challenge. And if you're somewhere in between, you should just enjoy the game.—Brother Buzz

KEY MOMENT: Your fullback's running to the outside, and you use the Truck stick to flatten the DB like a pancake.

PS2	GRAPHICS 4.5	5.0
	SOUND 4.0	5.0
	CONTROL 4.0	5.0
XBOX	GRAPHICS 4.5	4.5
	SOUND 4.0	4.0
	CONTROL 4.0	4.5
GIGA	GRAPHICS 4.5	4.5
	SOUND 4.0	4.0
	CONTROL 4.0	4.5

■ Developer: EA Tiburon ■ Publisher: EA Sports ■ \$39.99
■ Available August ■ Football ■ 4 players ■ 2 online ■ ESRB: E



PROTIP: During running plays to the outside, run as closely to your blockers as you can.

Vision Meets Precision



PROTIP: The vision cone automatically locks onto a Hot Route receiver, but you can focus it on the middle of the field, too.

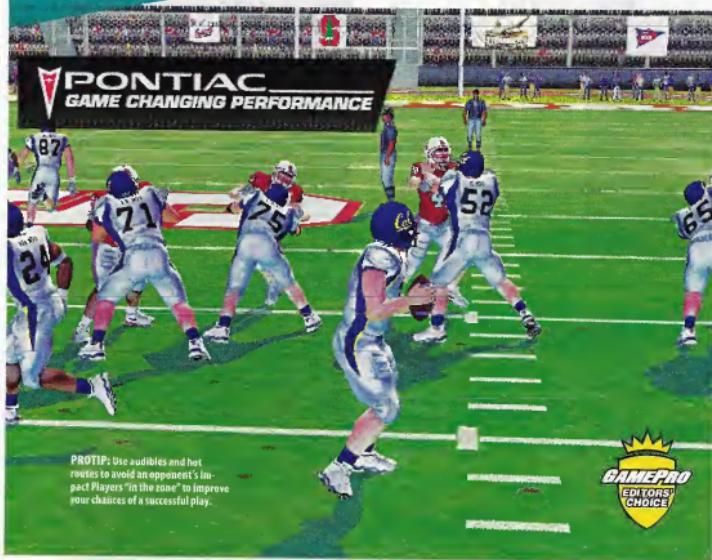


PROTIP: Learn to quickly read the defensive coverage on the Hot Route man. Use the right stick to find the next open receiver.



PROTIP: Size matters. Michael Vick's (Falcons) vision cone is a sliver compared to Brett Favre's (Packers) because Favre's passer rating is higher.





The dorm room serves as your blue-chip's personal headquarters and will improve in appearance as your reputation and standing increase.



PROTIP: Try switching to NCAA Football 2005's controller settings for easier tackling and improved defensive play.

while the graphics have been redesigned to complement the inclusion of a set of new spring drills and the awesome new breakaway controls assigned to the right analog stick (they give your player extra jukes moves and power similar to that of the Hit Stick feature in Madden).

The beleaguered defense from last year's offering has also been revamped, making pass coverage more fairly balanced and beefing up the A.I. with greater awareness (meaning more interceptions and deflections). And with the improved online multiplayer, it's even easier to match up against a similarly skilled player and track your standings.

Gridiron Gold

Although NCAA Football 06 might be the best college football game to date, a few nagging gripes still persist. Kickoffs and punts are easily returned for touchdowns (leading to inflated scores), while the normally reliable offensive line A.I. suffers from chronic bouts of mental retardation that result in unblocked defenders and annoying sacks. The defensive breakaway controls can seem sluggish at times, and your defenders can be very lazy tacklers. Even so, these nitpicking complaints do little to tarnish the gridiron greatness of NCAA Football 06 as the game successfully builds on accomplishments of the series' earlier installments without becoming stale and outdated (thanks mostly to the awesome new play modes). —Bones

KEY MOMENT: Turning your pimple-faced high-school prospect into a hotshot Heisman Trophy winner in less than four years

NCAA Football 06

No surprises here: EA Tiburon returns to its perennial position at the top of the college-football genre with another stellar title and a few fresh features.

The continuing excellence of EA's college-football franchise is as close to a sure thing as gamers can expect with each year's new title introducing a handful of innovative additions that make the previous games seem about as obsolete as an iPod 8-Track. This year, EA puts the "I" in "Team" by shifting the focus onto in-

dividual blue-chip athletes with the inclusion of game-changing Impact Players and the new Race for the Heisman mode, where you transform a hopeful high-school hero into a national sports icon.

Big Man on Campus

NCAA Football 06's emphasis on individuality is most apparent in the new Heisman mode, which enables you to play through a full season and compete for the national championship (as in the traditional Dynasty mode) while cultivating your personal, program-saving, powerhouse player. As your team succeeds and your personal statistics improve, your player's skills increase along with his Heisman Hype, which can be monitored from your ever-improving dorm room that serves as a hub for your fan mail, personal progress, and playbook (similar to the Def Jam Vendetta—but in college). Plus, the Impact Player feature introduces a new layer of strategy to clutch moments with superstar players "in the zone" delivering tide-turning performances with cool moves and special animations.

Rub Some Dirt on It

The newness doesn't stop with the additional play modes either as most of the game has undergone some tweaking and tinkering. Dynamic analysis from wisecracking commentator Lee Corso and his crew keeps things sounding fresh,

about as obsolete as an iPod 8-Track. This year, EA puts the "I" in "Team" by shifting the focus onto in-



PROTIP: Practicing with your blue-chip prospect candidate improves his skills more rapidly and increase your shot at the Heisman.



GRAPHICS
SOUND
CONTROL

4.0
4.5
5.0

EDITORS' CHOICE
4.5



GRAPHICS
SOUND
CONTROL

4.0
4.5
5.0

EDITORS' CHOICE
4.5

Developer: EA Tiburon ■ Publisher: EA Sports ■ \$49.99
■ Available now ■ Football ■ 4 players; 2 online ■ ESRB: E



I can stand with my head up high and just



tell everyone, you know what? I never smoked



pot. It just wouldn't be me.



Office of National Drug Control Policy/Partnership for a Drug-Free America®

Freevibe.com



Blitz: The League

PS2
Xbox

Just because the NFL license went out-of-bounds doesn't mean Midway's football franchise, Blitz, is going to forfeit the game. Quite the opposite—in fact, the move may be a blessing in disguise: Blitz has always been about over-the-top arcade football action, and past games in the series actually had to be *tuned down* at the request of the mighty licensor. In that vein, The League will depict a side of the sport fans don't often see; stuff besides the usual celebrity status and glamour as players are susceptible to injuries, physical frailty, and even drug use.

Dem Bones

The brutality is ramped up: Blood is shed, injuries abound, and limbs are broken (you get to see the bone break as the game automatically cuts to an x-ray view of the limb snap). Some severe injuries can end a player's career or keep them on the sideline for an entire season. You can also choose to keep an injured player in



the game with the assistance of certain illegal pain-killing drugs—however, these actions can have dire consequences later in the season. The choice is yours.

"No Fun League?"

Outlandish moves have been a trademark of any Blitz game ("he's on fire!"), and The League has its own reward power technique. One of the key play aspects will be an Unleash move that can only be performed once you've performed a certain number of successful plays. Unleash moves include more powerful defensive techniques or the ability to slow down time (similar to Max Payne's "bullet time") on offense in order to dodge potential tacklers and smash your way to the goal line. The splashy moves will get plenty of graphical attention, but subtle details will also abound, such as water that beads off the camera lens during adverse weather conditions.

What's in a Name?

In addition to online, Xbox Live, and other multiplayer matches will be Story Mode, where you'll take charge of a losing team and try to turn them into champions on the field while fighting political battles behind the scenes. Although it lacks the NFL license, this Blitz will probably be the hardest-hitting game in the series yet.—Major Mike

■ **First Look** ■ Developer: Midway Chicago
■ Publisher: Midway ■ Target release date: October



the user effect



Experience the Future of Game Information

= the critic effect



the mass effect



Go Interact Now:
www.games.net

the personal effect



the timeless effect





Final Fantasy XII

P2

Is it still a fantasy? We get nervous when Square Enix can't confirm the release date of one of the most longed-for titles of the year—Final Fantasy XII. The latest news on this is that it will ship sometime in 2005... but don't be surprised if there are still more delays. They like to keep us waiting and wondering, don't they?

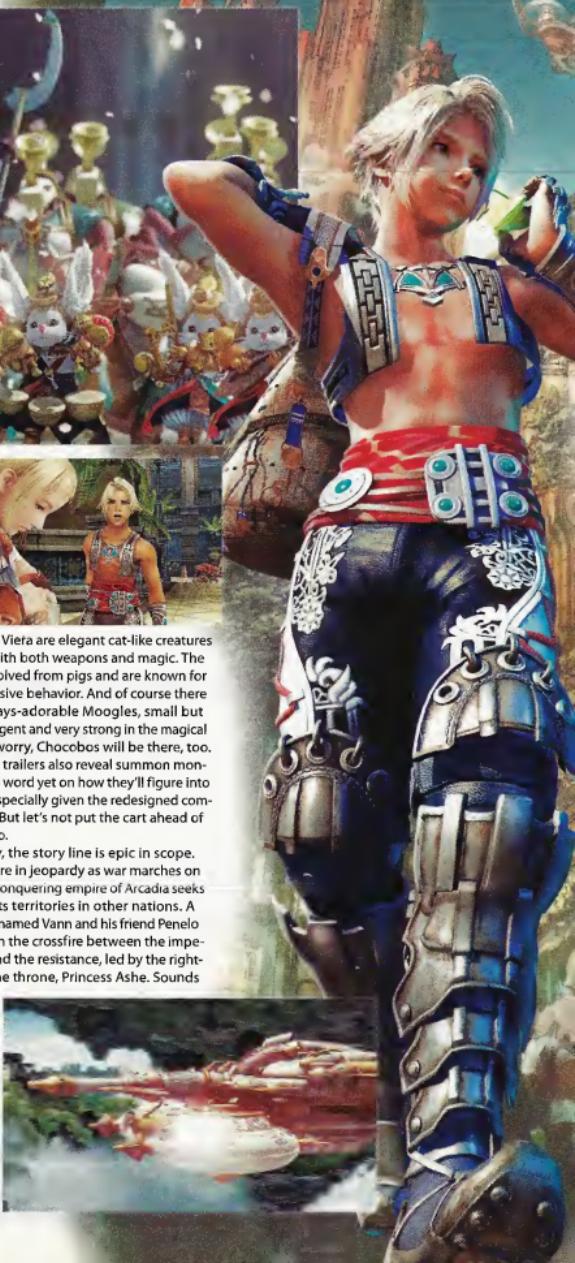
A Princess and a Pauper in a Magical Realm

Ivalice, which was the setting for Final Fantasy Tactics and Tactics Advance, is where the narrative begins. As fans of the previous games may remember, the world is populated not only with humans but with other interesting races. Banganas look a bit like dogs with their long floppy ears, but they are actually reptiles with scales.



Weird, huh? Viera are elegant cat-like creatures proficient with both weapons and magic. The Seeq are evolved from pigs and are known for their aggressive behavior. And of course there are the always-adorable Moogles, small but highly intelligent and very strong in the magical arts. Don't worry, Chocobos will be there, too. Some of the trailers also reveal summon monsters, but no word yet on how they'll figure into the game, especially given the redesigned combat system. But let's not put the cart ahead of the Chocobo.

Naturally, the story line is epic in scope. All species are in jeopardy as war marches on Ivalice: The conquering empire of Arcadia seeks to expand its territories in other nations. A plucky thief named Vane and his friend Penelo are caught in the crossfire between the imperial forces and the resistance, led by the rightful heir to the throne, Princess Ashe. Sounds



vaguely...familiar, doesn't it? But that is in many ways the essence of Final Fantasy: tried-and-true mythic themes of love, honor, redemption, and adventure dressed up with sumptuous graphics, a superb score, and glittering production values that look positively next-gen.

Battle On!

Well, it wouldn't be a Final Fantasy game without some bizarre new gameplay innovation, would it? The Active Dimension Battle (just where do they come up with these names, anyway?) promises "seamless switching between the field and battle scene," and indeed, early reports indicate that the gameplay may be far more action/adventure than turn-based RPG. You'll still be able to pause the combat at any time to give commands, but those who dislike the slow, strategic blow-by-blow will be pleased with the faster-paced combat.

The developers have also listened to our quibbles about load time and smoother transitions between cinematic breaks and gameplay. Our hope is for blending the two as in certain moments of Final Fantasy VIII when the cinematic appeared to begin while the player was still controlling the character. Such mechanics would really enhance the immersiveness that is such a strong supporting player to the narrative.

Did Someone Say Airships?

Every Final Fantasy game has revealed, at some point, a flying craft that can ferry the adventurers



across vast distances, and this latest installment will be no different. In fact, the press release for the game states that airships will be "featured prominently," and the main navigable ship will be huge.

Presumably, the player will acquire the airship through a character called Balthier, a dashing pirate. His partner is a beautiful Viera named Fran, a noble warrior who specializes in fencing. We've also seen hints of a fallen knight with a dark past as well as a mystery character who looks suspiciously like Laguna from Final Fantasy VII.

We only have one more question: Can we finally play Final Fantasy XII this winter? It's all we want for Christmas! —GameGirl

- **Update** ■ Developer and publisher: Square Enix
- Target release date: To be determined



Kingdom Hearts II

It's a year after *Kingdom Hearts: Chain of Memories*, and once again the universes of Disney and Square Enix collide in *Twilight Town*, where this adventure begins. New characters from the franchises will join the protagonist, Sora, to fight against the Heartless as they search for a missing friend and a missing king. Screen shots show that Mulan and Hercules will be featured as well as Auron from *Final Fantasy X*, and Square Enix promises other surprise guest appearances.

One of the most frustrating aspects of the excellent first game was the wacky camera control; the developers realized this and rebuilt the engine from scratch, making sure that fluid camera movement would be an integral part of the experience. The "Transformation Drive" is another new mechanic that will let players fuse two characters together to create a superhero with unique powers.

When the first game was announced, many were skeptical of such different character designs (Squall and Goofy?) working together, not just aesthetically but also conceptually. The wonderful game that resulted, however, put fears to rest. For this title, all we're wondering is:

When do we get to play it?—GameGirl

■ First Look ■ Developer and publisher: Square Enix ■ Target release date: Winter 2005



Radiata Stories

The developer of cult favorite *Star Ocean* spins a familiar tale with *Radiata Stories*, proving that Square Enix truly has a lock on the fantasy/RPG-from-Japan market. Jack Russell—who's as bright-eyed as his namesake breed of terrier—burns to follow in his late father's footsteps as a noble knight, but a pesky rival keeps getting in the way of his ambition. Ridley is the young prodigy who beats him in the exhibition match that opens the game, and even worse...she's a girl.

The buzz on this game is that the world of Radiata is enormous and highly detailed, and fairly free to explore from the beginning. Inhabitants have their own lives, so you can follow them and watch them wander, eat, and sleep if you want to. There are no random encounters (hallelujah!), but as in games like *Chrono Cross*, enemies will show up in the environment, and touching them will initiate battle. A large number of characters are also available for Jack to recruit during the course of his adventure—up to 177 by some early reports. Each one is unique with his or her own personality and back story, so that should deepen the emotional context of the game. Unfortunately, you won't be able to control any of them but Jack, although he'll be able to give orders as he gets more experience. If you can't wait for *Final Fantasy XII*, this will hold you over.—GameGirl

■ First Look ■ Developer: tri-Ace ■ Publisher: Square Enix ■ Target release date: Fall 2005



Dirge of Cerberus: Final Fantasy VII



Fans of Final Fantasy VII have plenty to look forward to from Square Enix this year. While the company hasn't breathed hints of a sequel to the most popular Final Fantasy game ever, it has decided to spin off three works of various genres. The only game worth talking about is *Dirge of Cerberus: Final Fantasy VII* for the PS2. Even though the game was unveiled over a year ago, there still isn't much to tell. So far, we glean that the game will follow the exploits of the unfathomable Vincent Valentine three years after the events of Final Fantasy VII. Old friends will join Vincent over the course of his journey, but plot twists remain shrouded in mystery. The game will likely diverge from the usual RPG turn-based battle system and emphasize faster-paced combat à la Devil May Cry. We'll know much more when we get our hands on a playable copy.—*The Watcher*

■ First Look ■ Developer and publisher: Square Enix ■ Target release date: Fall 2005



Romancing SaGa

Don't look now, but another remake of a decade-old RPG is coming our way thanks to Square Enix. Popular back in the SNES days, *Romancing SaGa* centers on the return of Saruin, an evil entity who had been imprisoned for a thousand years...until now. Players take the role of a mysterious minstrel who leads a party of adventurers on a quest to end the spread of Saruin's influence. Okay, so the well is getting dry when it comes to creative story-driven Japanese RPGs, but what makes *Romancing SaGa* interesting is its free-roaming scenario system that allows you to travel where and when you choose. Plot development depends on what area you're in and what characters you have in your party. Graphics too are being taken in another direction with the game making the transition to 3D and using a process called "sketch motion" that allows for still images to morph into cut-scenes and movies. Sounds cool, but we want to see it in action.—*The Watcher*

■ First Look ■ Developer and publisher: Square Enix ■ Target release date: Fall 2005



"Without guys like me, you'd still be playing Pong."

—Mark Hartlieb

B.A. in Game Design
Class of 2004



www.uat.edu or 800.658.5744

Available online or on-campus.

GAME DESIGN

VIDEO PRODUCTION

DIGITAL ANIMATION

NETWORK SECURITY

ARTIFICIAL LIFE

SOFTWARE ENGINEERING

MULTIMEDIA

TECHNOLOGY MANAGEMENT

WEB DESIGN

GAME PROGRAMMING

CODE VAULT

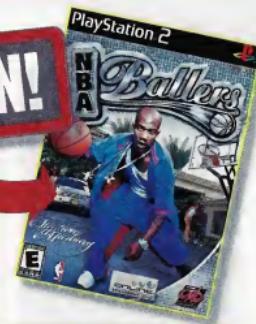
Submit your hottest **Code Vault** tips! Each month, the reader with the winning tip receives a product from Midway, which features such high-quality games as **NBA Ballers** for the PlayStation 2!

Runners-up receive a
GamePro T-shirt!

WIN!

Send tips to:
GamePro magazine
Code Vault
P.O. Box 22210
Oakland, CA 94623-2210
or e-mail them to:
codevault@gamepro.com

Please include your name, address, and phone number so we can award you your prize.



READER OF THE MONTH **TIP**

XBOX

GRAND THEFT AUTO: SAN ANDREAS



Enter the following codes during gameplay and not while the game is paused. If you entered the code correctly, you'll see a confirming message onscreen.

\$250,000, Full Health, and Full Armor: Press R, Black, L, A, Left, Down, Right, Up, Left, Down, Right, Up.

Adrenaline Mode: Press A, X, R, L, A, Down, Left, A.

Aggressive Drivers: Press Right, Black, Up, Up, Black, B, X, Black, L, Right, Down L.

Aggressive Traffic: Press Black, B, R, White, Left, R, L, Black, White.

All Cars Have Nitrous: Press Left, Y, R, L, Up, X, Y, Down, B, White, L, L.

All Vehicle Skills: Press X, White, A, R, White, White, Left, R, Right, L, L.

Asian Invasion: Press A, A, Down, Black, White, B, R, B, X.

Beach Party: Press Up, Up, Down, Down, X, B, L, R, Y, Down.

Black Traffic: Press B, White, Up, R, Left, A, R, L, Left, B.

Blooding Banger: Press Down, R, B, White, White, A, R, L, Left, Left.

Caddy: Press B, L, Up, R, White, A, R, L, B, A.

Cars Float: Press X, Black, Down, Down, Left, Down, Left, Left, White, A.

Cars Fly: Press X, Down, White, Up, L, B, Up, A, Left.

Cars Have Perfect Handling: Press Y, R, R, Left, R, L, Black, L.

Chaos Mode: Press White, Right, L, Y, Right, Right, R, L, Right, L, L.

Clock Is Faster: Press B, B, L, X, L, X, X, L, Y, B, Y.

Cloudy Weather: Press Black, A, L, L, White, White, White, X.

Commit Suicide: Press Right, White, Down, R, Left, Left, R, L, White, L.

Countryside Traffic: Press Y, Left, X, White, Up, Black, Down, L, A, L, L.

Destroy All Cars: Press Black, White, R, L, White, Black, X, Y, B, Y, White, L.

Dozer: Press Black, L, L, Right, Right, Right, Up, A, L, Left.

Drive on Water: Press Right, Black, B, R, White, X, R, Black.

Elvis Pedestrians: Press L, B, Y, L, L, X, White, Up, Down, Left.

Faster Cars: Press Right, R, Up, White, White, Left, R, L, R, R.

Fast Food Clowns: Press Y, Y, L, X, X, B, X, Down, B.

Flying Boats: Press Black, B, Up, L, Right, R, Right, Up, X, Y.

Foggy Weather: Press Black, A, L, L, White, White, White, White, A.

Game Play Is Faster: Press Y, Up, Right, Down, White, L, X.

Game Play Is Slower: Press Y, Up, Right, Down, X, Black, R.

Gangster's Paradise: Press White, Up, R, R, Left, R, R, Black, Right, Down.

High Jumper C.J.: Press Up, Y, Y, Up, Up, Left, Right, X, Black, Black.

Hitman Level in All Skills: Press Down, X, A, Left, R, Black, Left, Down, Down, L, L, L.

Hotring Racer: Press R, B, Black, Right, L, White, A, A, X, R.

Hotring Racer #101: Press Black, L, B, Right, L, R, Right, Up, B, Black.

Hunter: Press B, A, L, B, B, L, B, R, Black, White, L, L.

Hydra: Press Y, X, B, A, L, L, Down, Up.

Improve Suspension: Press X, X, Black, Left, Up, X, Black, A, A, A.

Infinite Ammo: Press L, R, X, R, Left, Black, R, Left, X, Down, L, L.

Infinite Health: Press Down, A, Right, Left, Right, R, Right, Down, Y, Up, Y.

You will still retain damage from drowning, explosions, and falling.

Infinite Lung Capacity: Press Down, Left, L, Down, Down, Black, Down, White, Down.

Invisible Traffic: Press Y, L, Y, Black, X, L, L.

Jet Pack: Press Left, Right, L, White, R, Black, Up, Down, Left, Right.

Junk Car Traffic: Press White, Right, L, Up, A, L, White, Black, R, L, L, L.

Lock Body Fat Meter (to Max or Min): Press Y, Up, Up, Left, Right, X, B, Right.

Lock Hunger Meter: Press X, White, R, Y, Up, X, White, Up, A.

Lock Wanted Level: Press B, Right, B, Right, Left, X, Y, Up.

Lower Wanted Level: Press R, R, B, Black, Up, Down, Up, Down, Up, Down.

Massive Bunny Hops: Press Y, X, B, B, X, B, B, L, White, White, R, Black.

Max Sex Appeal: Press B, Y, Y, Up, B, R, White, Up, Y, L, L, L.

Mega Punch: Press Up, Left, A, Y, R, B, B, White.

Midnight: Press X, L, R, Right, A, Up, L, Left, Left.

Monster Truck: Press Right, Up, R, R, Down, Y, Y, A, B, L, L.

Morning: Press Black, A, L, L, White, White, White, X.

Night: Press Black, A, L, L, White, White, White, Y.

No Pedestrians or Traffic: Press A, Down, Up, Black, Down, Y, L, Y, Left.

Overcast Weather: Press White, Down, Down, Left, X, Left, Black, X, A, R, L, L.

Parachute: Press Left, Right, L, White, R, Black, Black, Up, Down, Right, L.

Pedestrians Attack: Press Down, Up, Up, Up, A, Black, R, White, White.

Pedestrians Attack with Guns: Press A, L, Up, X, Down, A, White, Y, Down, R, L, L.

Pedestrians Have Weapons: Press Black, R, A, Y, A, Y, Up, Down.

Pedestrian Riot: Press Down, Left, Up, Left, A, Black, R, White, L.

Pink Traffic: Press B, L, Down, White, Left, A, R, L, Right, B.

Prostitutes Pay CJ: Press Right, White, White, Down, White, Up, Up, White, Black.

Quad: Press Left, Left, Down, Down, Up, Up, X, B, Y, R, Black.
Rainy Weather: Press Black, A, L, L, White, White, White, White, B.
Raise Wanted Level: Press R, R, B, Black, Right, Left, Right, Left, Right, Left.
Ranger: Press Up, Right, Right, L, Right, Up, X, White.
Really Fat C.J.: Press Y, Up, Up, Left, Right, X, B, Down.
Really Muscled C.J.: Press Y, Up, Up, Left, Right, X, B, Left.
Really Skinny C.J.: Press Y, Up, Up, Left, Right, X, B, Right.
Really Sunny Weather: Press Left, Left, White, R, Right, X, X, L, White, A.
Recruit Anyon with 9mm: Press Down, X, Up, Black, Black, Up, Right, Right, Up.
Recruit Anyone with Rockets: Press Black, Black, Black, A, White, L, Black, L, Down, A.
Respect Upgrade: Press L, R, Y, Down, Black, A, L, Up, White, White, L, L.
Rhino: Press B, B, L, B, B, B, L, White, R, Y, B, Y.
Romero's Hearse: Press Down, Black, Down, R, White, Left, R, L, Left, Right.
Sand Storm: Press Up, Down, L, L, White, White, L, White, R, Black.
Sex Party: Press X, Right, X, X, White, A, Y, A, Y.
Six Star Wanted Level: Press B, Right, B, Right, Left, X, A, Down.
Stunt Plane: Press B, Up, L, White, Down, R, L, L, Left, Left, A, Y.
Sunny Weather: Press Black, A, L, L, White, White, White, Down.
Tanker: Press R, Up, Left, Right, Black, Up, Right, X, Right, White, L, L.
Trashmaster: Press B, R, B, R, Left, Left, R, L, B, Right.
Vehicle of Death: Press L, White, White, Up, Down, Down, Up, R, Black, Black.
Vortex: Press Y, Y, X, B, A, L, White, Down, Down.
Weapon Cheat 1: Press R, Black, L, Black, Left, Down, Right, Up, Left, Down, Right, Up.
Weapon Cheat 2: Press R, Black, L, Black, Left, Down, Right, Up, Left, Down, Down, Left.
Weapon Cheat 3: Press R, Black, L, Black, Left, Down, Right, Up, Left, Down, Down, Down.

Vinh Cong—Long Island, NY

PLAYSTATION 2

MEDAL OF HONOR: EUROPEAN ASSAULT



During gameplay, press Start to access the Mission Objectives screen, then simultaneously press and hold L1 and R1, and then press O, O, Left, Δ, O, L. If you entered the cheat correctly, you'll see a confirming message in the upper-left corner of the screen. Now, enter the following codes to unlock the corresponding cheats. If you entered the code correctly, the game will automatically resume.



PS2

Automatically Pick Up OSS Document: Press Up, X, R2, R1, Up, □.

Commit Suicide: Press X, △, O, Right, △, O.

Disable HUD: Press O, Down, O, Up, △, O.

Disable Shellshock: Press L2, R1, L2, L1, △, △.

Eliminate Nemesis: Press Down, L2, L1, Up, □.

XBOX

MEDAL OF HONOR: EUROPEAN ASSAULT



During gameplay, press Start to access the Mission Objectives screen, then simultaneously press and hold L and R, and then press A, X, Black, B, A. If you entered the cheat correctly, you'll see a confirming message in the upper-left corner of the screen. Now, enter the following codes to unlock the corresponding cheats. If you entered the code correctly, the game will automatically resume.

Automatically Pick Up OSS Document: Press A, B, R, White, Black, L.

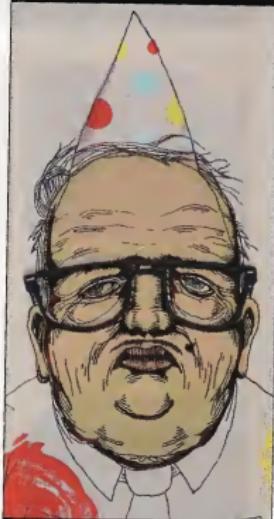
Commit Suicide: Press B, R, White, Y, L, White.

Disable HUD: Press Black, L, Black, R, Up, Y.

Disable Shellshock: Press X, Y, A, B, L, X.

Eliminate Nemesis: Press Right, Left, R, L, X, Y.

Student work ... Juan Carlos Anorga



**be lame or
get game?**

80% of our graduates
are working in the art
and design industry

SCHOOL OF ANIMATION & VISUAL EFFECTS

Games, 3D Animation,
2D Animation,
3D Modeling,
Character Animation,
Background Painting,
Storyboard &
VFX/Compositing

1.800.544.ARTS
www.academyart.edu

ACADEMY of ART UNIVERSITY

FOUNDED IN SAN FRANCISCO 1929
BY ARTISTS FOR ARTISTS



REGISTER NOW FOR FALL-
CLASSES START SEPTEMBER 1

79 New Montgomery St.,
San Francisco, CA 94105
Nationally Accredited by AICS, NASAD, FIDER
(BFAJAD), NAAB - Candidate Status (MARCH)

RAZE'S HELL



Enter the following codes during game-play and not while the game is paused. If you entered the code correctly, you'll see a confirming message onscreen.

Infinite Ammo: Press A, A, B, B, X, Y, A, X.

Infinite Health: Press A, A, B, B, Y, Y, A, X.

STAR WARS KNIGHTS OF THE OLD REPUBLIC II: THE SITH LORDS



Change Voices: With one controller inserted into the first controller port, insert another controller into the fourth controller port. With the second controller, press Black to lower the pitch of the voices, and press White to increase the pitch.

ADVENT RISING



Cheat Menu: During game-play, pause the game and then press Up, Up, Down, Down, Left, Right, Left, Right, White, Black, X. If you entered the code correctly, you'll see the cheat menu onscreen.

Unlock All Cut-Scenes and Levels: At the title screen, press Start and then select Play Game. At the Load Game Screen, select a slot, and at the Play Game screen, press Black, White, Black, White, X. If you entered the code correctly, all cut-scenes and levels will be available.

CONSTANTINE



During game-play, press Back to access the Journal. At the Journal screen, enter the following codes to unlock the corresponding cheats. If you entered the code correctly, you'll see a confirming flash onscreen.

Big Demon Heads: Press Black, Left, Right, Left, Left, Right, Left, Black.

Big Fireballs: Press Y, Y, Y, Left, Right, Right, Left, Left, Right.

Big Weapons: Press Left, X, X, X, Y, Y, Y.

Explosive Holy Bombs: Press Right, Left, X, Y, X, Y, Left, Right.

Infinite Soul Spell Energy: Press Left, Right, Right, Left, Left, Right, Right, Left, Y.

Rapid-Fire Shotgun: Press White, Left, Black, Left, Y, X, Y, X.

GAMECUBE

MARIO POWER TENNIS



Unlock Event Games: At the title screen, simultaneously press and hold Z, and then press Start. If you entered the cheat correctly, Event Games will be unlocked and accessible at the Main Menu.



MEDAL OF HONOR: EUROPEAN ASSAULT



During game-play, press Start to access the Mission Objectives screen, then simultaneously press and hold L and R, and then press Up, Y, B, Up, A. If you entered the cheat correctly, you'll see a confirming message in the upper-left corner of the screen. Now, enter the following codes to unlock the corresponding cheats. If you entered the code correctly, the game will automatically resume.

Automatically Pick Up OSS Document: Press Left, Y, B, A, Down, B.

Commit Suicide: Press L, Z, R, Up, A, Z.

Disable Shellshock: Press Z, R, X, Y, Y, L.

Disable HUD: Press A, Y, Right, A, Z, B.

Eliminate Nemesis: Press L, Y, L, Z, L, Z.

MULTIPLATFORM

MIDNIGHT CLUB 3: DUB EDITION



At the main menu, select Options and then select Cheat Codes. Enter the following passwords to unlock the corresponding cheats. If you entered the password correctly, you'll see a confirming message onscreen.

Passwords are case-sensitive.

Add \$1 to Career Money: kubmir

Bunny Ears: gethead1

Chrome Body: haveyouseenthisboy

Delete \$1 from Career Money: rimbuk

Flaming Head: trythisthishome

No Damage: ontheroad

Pumpkin Head: getheadk

Skull Head: getheadn

Snowman Head: getheadm

Special Move Agro: dfens

Special Move Roar:

Rjnx

Special Move Zone:

allin

Unlock All Cities:

roadtrip

Yellow Slime:

getheadj

STAR WARS EPISODE III: REVENGE OF THE SITH

At the main menu, select Settings and then select Codes. At the code-entry screen, enter the following passwords to unlock the corresponding cheats. If you entered the password correctly, you'll see a confirming message onscreen.

All Attacks and Force

JALINA

All Bonus Missions:

NARSHADAA

All Concept Art:

AYALASECURA

All Duel Arenas:

TANTIVEIV

All Duelist:

ZABRAK

All Movie Clips:

COMLINK

All Story Missions:

KORKIBAN

Fast Force Energy and Health Regeneration:

BELSAVIS

Infinite Force Energy:

KAIBURK

Infinite Health:

XUCPHERA

Super Saber Mode:

SUPERASABERS

Tiny Droid Mode:

071779

GAME BOY ADVANCE

GRAND THEFT AUTO ADVANCE

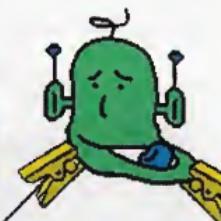
Unlock Level Select: At the Main Menu, press Left, Right, Up, Down, L, R, press and hold Start, and then press A. If you entered the code correctly, you'll hear a confirming tone.

SHAMAN KING: LEGACY OF THE SPIRITS—SOARING HAWK

Unlock the Spirit of Fire: At the title screen, press Right, Right, L, simultaneously press Left and R, and then press Down, R, Right, B. If you entered the cheat correctly, you'll hear a confirming tone.

WARIOWARE: TWISTED!

Alternate Title Screen Logo: At the title screen, repeatedly tilt the Game Boy Advance console right and left to change the title screen logo. If you entered the cheat correctly, the title screen should now say, "Twirped!"



CHARTBUSTERS

Number crunching was never our strong suit, but then that's why we partnered with the most reputable data company around. The NPD Group provides us with innumerable video-game tidbits, giving you insight into the trends of the gaming industry.

Top 10 Best-Selling Console Video-Game Titles

May 2005

TITLE	PLATFORM	LAST MONTH
1. Pokémon Emerald Nintendo	GBA	NEW
2. Star Wars: Episode III Revenge of the Sith LucasArts	PlayStation 2	NEW
3. Star Wars: Episode III Revenge of the Sith LucasArts	Xbox	NEW
4. Forza Motorsport Microsoft	Xbox	NEW
5. Midnight Club 3: DUB Edition Rockstar Games	PlayStation 2	2 ▼
6. LEGO Star Wars Eidos Interactive	PlayStation 2	8 ▲
7. Star Wars: Episode III Revenge of the Sith LucasArts	GBA	NEW
8. God of War Sony	PlayStation 2	4 ▼
9. MVP Baseball 2005 EA Sports	PlayStation 2	7 ▼
10. Midnight Club 3: DUB Edition Rockstar Games	Xbox	6 ▼

Source: The NPD Group/NPD Funworld/Point-of-Sale

2/3/7



Taking up three spots in the top 10 is certainly a hard feat, but it was expected with all the hoopla surrounding *Revenge of the Sith*. What was unexpected, however, was that a game tie-in with the film actually did that well as the console versions are rife with lackluster action and relentless repetition. Still, Star Wars fans ate it up. Dismissed next month, these games will be.

4



You don't need to know what "forza" means. You can see it, hear it, and fully experience it when you play perhaps the best driving game on any system to date. Yes, even better than Gran Turismo 4. Actually, never mind the real definition of "forza." Forza should now be defined as truly a groundbreaking and exhilarating ride in which any car lover should take a spin.

For more information, visit

gamepro.com/chartbusters or npd.com



Why the GP Editors' Blogs Haven't Been Updated

1. Battlefield 2 (PC)
2. Medal of Honor: European Assault (Xbox)
3. Yoshi's Topsy Turvy (GBA)
4. Bomberman DS (DS)
5. Madden NFL 06 (PS2)
6. Mobile Suit Gundam vs. Zeta Gundam (PS2)
7. Destroy All Humans! (Xbox)
8. Fire Emblem: The Sacred Stones (GBA)
9. Guild Wars (PC)
10. God of War (PS2)

1

Pokémon Emerald



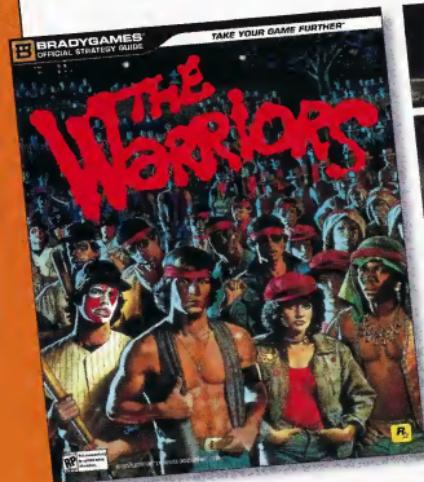
You've probably already lost count of how many Pokémon games actually exist—we have. But does it really matter? At number one this month, Pokémon Emerald, despite its templated and predictable gameplay, only reinforces the idea that long-standing franchises can still bring in hordes of monster creators. The noticeable change in this new Pokémon is its tougher gameplay, which for fans is even more reason to spend countless hours trying to not only beat down the challenging bosses but also collect the hundreds of creatures hiding. There's certainly nothing wrong with a tried-and-true formula—it works perfectly for Pokémon Emerald.

Top 10 Games To Play When You're Stoned

1. **Rez** (PS2)
2. **Katamari Damacy** (PS2)
3. **Super Smash Bros. Melee** (GameCube)
4. **Beyond Good & Evil** (Xbox)
5. **Lumines** (PSP)
6. **Sly Cooper and The Thievius Raccoonus** (PS2)
7. **Viewtiful Joe** (GameCube)
8. **SSX Tricky** (GameCube)
9. **Fantavision** (PS2)
10. **PaRappa the Rapper** (PlayStation)

Source: Games.Net

**The armies of the night
number 60,000 strong,
and tonight...**



Rockstar Games proudly presents **The Warriors** for the PlayStation®2 based on the 1979 Paramount Pictures cult classic movie. Developed by Rockstar Toronto, **The Warriors** expands the stylized cinematic journey of the film into a gritty interactive experience set in 1970s New York.

they're all after The Warriors.



BRADYGAMES®
TAKE YOUR GAME FURTHER

The R rating is a registered trademark of Take-Two Interactive Software Inc. The rating logo is a trademark of the Entertainment Software Association. All other marks and trademarks are property of their respective owners.



GET IN THE GAME!

Yes! Sign me up for *GamePro* magazine—only \$10 for 10 issues.

NAME _____

ADDRESS _____

CITY/STATE/ZIP _____

E-MAIL _____

Payment enclosed

Bill me

Send an additional \$10 for Canadian orders and \$20 for foreign orders prepaid in U.S. funds.



JS509C102

GET IN THE GAME!

Yes! Sign me up for *GamePro* magazine—only \$10 for 10 issues.

NAME _____

ADDRESS _____

CITY/STATE/ZIP _____

E-MAIL _____

Payment enclosed

Bill me

Send an additional \$10 for Canadian orders and \$20 for foreign orders prepaid in U.S. funds.



JS509C104

5

ENFORCERS

FRAMED FOR MURDER

HAVE ONLY ONE WAY OUT.

BEAT FISTS OF VENGEANCE™ DOWN

100 WAYS TO INFILCT PAIN.

AUGUST 2005

www.capcom.com/beatdown



CAPCOM

MATURE 17+

Blood
Strong Language
Violence



©CAPCOM CO., LTD. 2005. ALL RIGHTS RESERVED. ©Avia 2005. CAPCOM, and the CAPCOM logo are registered trademarks of CAPCOM CO., LTD. and CAPCOM INC. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. Microsoft, Xbox, and the Xbox logo are either registered trademarks or trademarks of Microsoft Corporation in the United States and/or other countries and are used under license from Microsoft. The Microsoft logo is a registered trademark of Microsoft Corporation. All other trademarks and service marks are the property of their respective owners.